

FREE Lord of the Rings
INSIDE Saruman card
from Decipher

YU-GI-OH!

#52
JUL/AUG
2002

SCRYE

THE GUIDE TO COLLECTIBLE CARD GAMES

YU-GI-OH!

Player's guides for

and
MAGE KNIGHT
SINISTER

and
MAGIC TYPE 2
JUDGMENT

and
STAR WARS
TRADING CARD GAME

and
MARVEL HERO CLIX
toofunny Challenge



51,387 prices inside

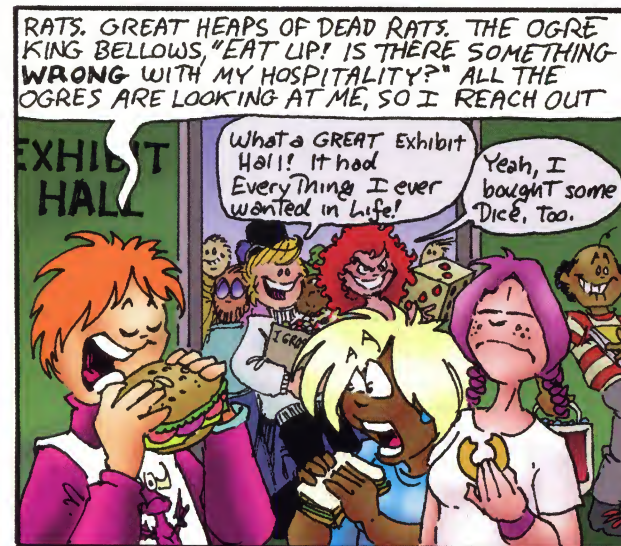
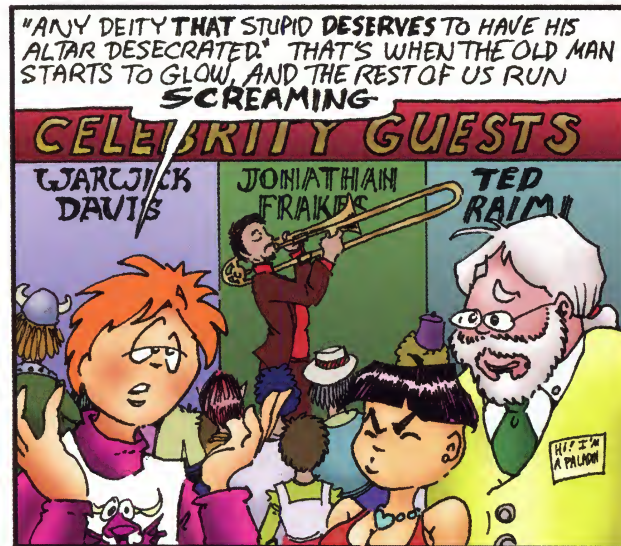
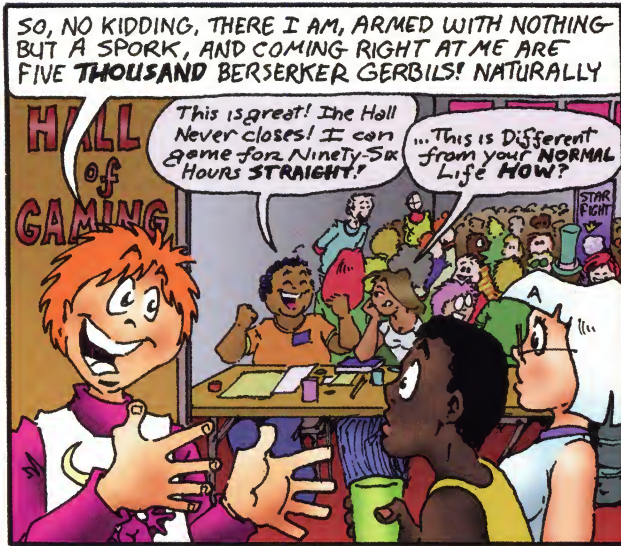
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Issue **52** July/August 2002

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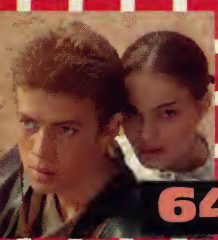
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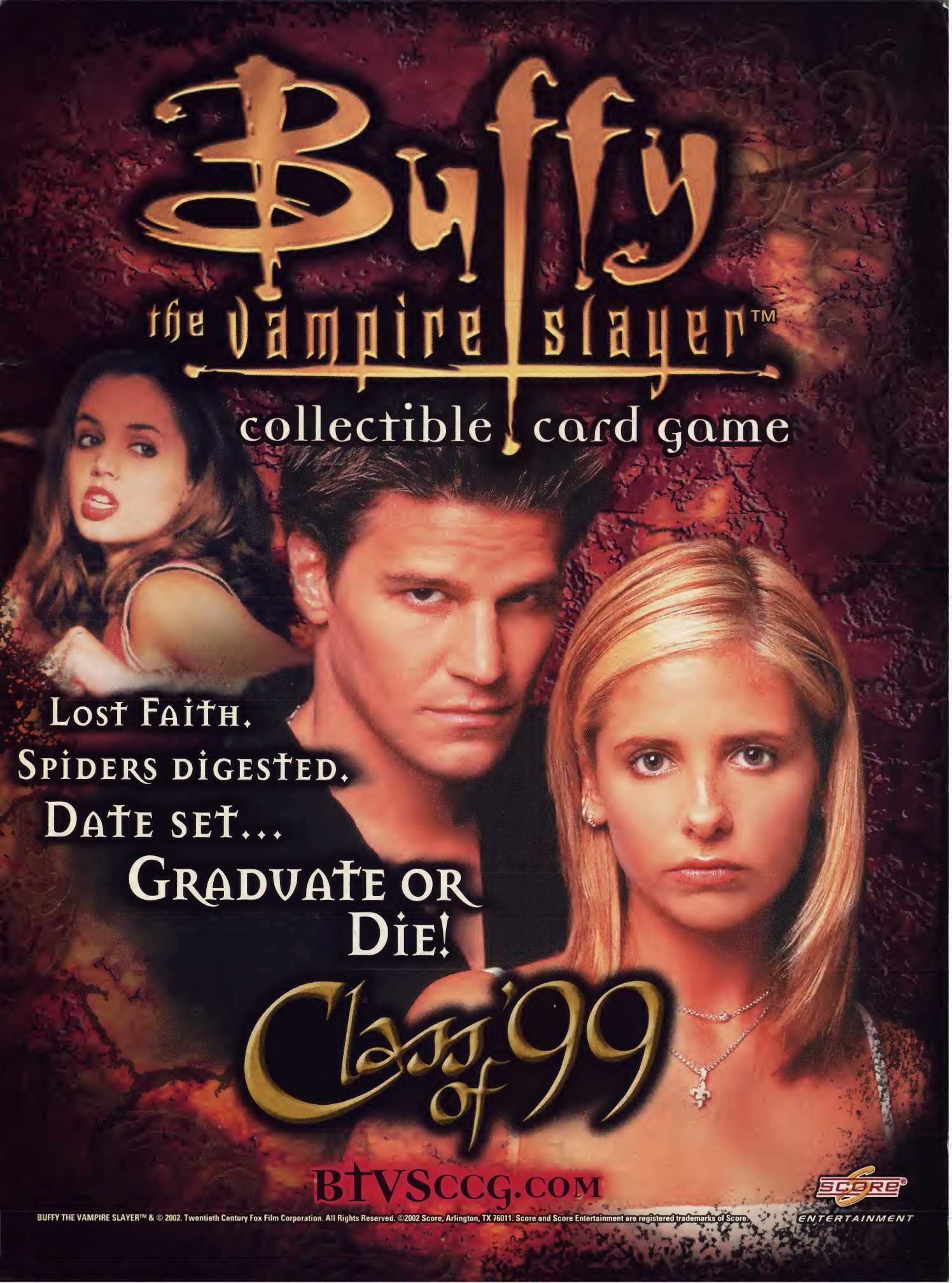


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Buffy

the vampire slayer™

collectible card game



LOST FAITH.
SPIDERS DIGESTED.
DATE SET...
GRADUATE OR
DIE!

Class of '99

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SCORE
ENTERTAINMENT

Hello, I must be going ...

With this issue, we say goodbye to Associate Editor James Mishler, who has headed west to work for WizKids. James is a big fan of *Mage Knight*, in addition to playing a mean game of *Pokémon* and being an avid role-player. We're sure he'll do well at WizKids, and while we'll miss his help on *Scrye*, we're consoled by the fact that he's promised to keep us up-to-date on what WizKids has planned. Good luck, James!

Now, please welcome former *Scrye* Acquisitions Editor, Contributing Editor, and longtime freelance writer Jason Winter, who is braving the wilds of Wisconsin to take up the post of Associate Editor. Jason, too, has a great deal of experience in the world of collectible card games, and we know he'll continue to do a fine job for *Scrye* — as long as we can keep him safe from the deer and the wild turkeys here, anyway.

Don't forget to cast your vote! The Origins Awards ballot is now online at www.originsawards.com. There's still time to log on and be counted, but you've only got until midnight Pacific Time on June 10 — so don't delay! We're not just saying that because our own *Scrye Collectible Card Game Checklist and Price Guide* book has been nominated for Best Game Accessory this year, either. There are lots of great collectible games that received nominations this year, and you can help them get the recognition they deserve!

A big round of thanks to Decipher for the Saruman insert card in this issue, and also to Mark Irwin at Upper Deck for getting us the spoilers not just for the first *Yu-Gi-Oh!* release but for the upcoming *Metal Raiders* expansion, as well; and to the gang at Wizards of the Coast for rushing the new *Pokémon* Team Format rules to us before the ink had time to dry, so we could get them into this issue.

Enough talk. Deal the cards...

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ON THE COVER:



Friendly neighborhood Spider-Man ...

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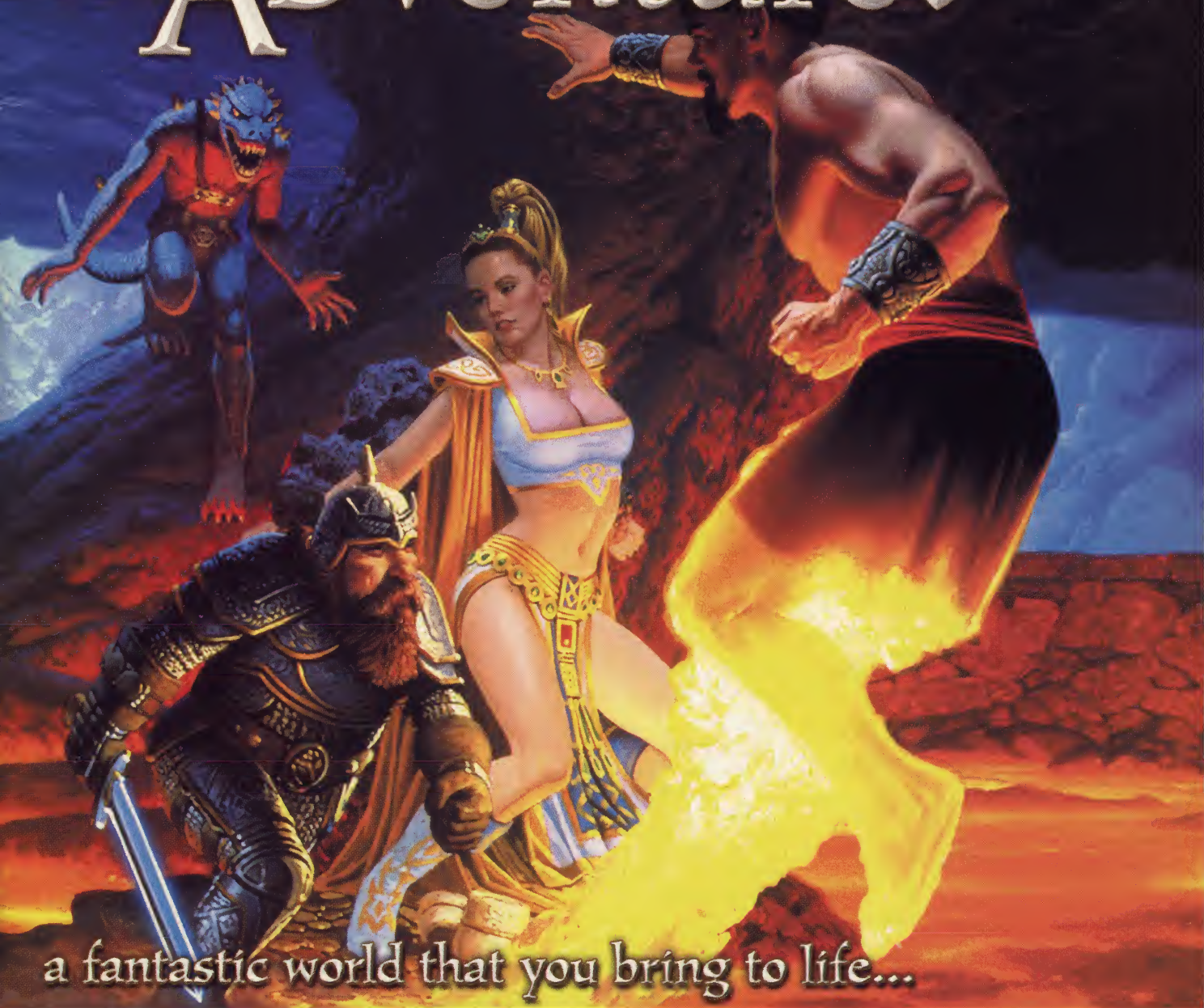
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Game companies revving up for hot summer releases

Alderac

Why'd it have to be snakes?

Nest of Vipers, the June *Warlord* release, will include several new mechanics that will expand the abilities of *Warlord* characters. The new expansion will allow multi-class characters and features cards that will give characters with magic resistance. It will also include the potent new Ritual cards, which are powerful spell-like actions. *Nest of Vipers*, which will include more than 150 new cards (plus 50 new foils), will be available in four new pre-constructed decks, each retailing for \$9.99, and 11-card booster packs for \$2.99.

Tales of Assassination

Book-minded *Warlord* fans should appreciate *Tales of the Assassins' Strike*, a collection of 10 short stories based on the Assassins' Strike, the most traumatic day in the history of the Lands of the Accord. Familiar characters and elements from the CCG are present in the book, and many secrets are revealed. The stories are fashioned by such notables as Ree Soesbee, Jim Pinto, Andrew Getting, among others.

Abyssal Attack.

With this unique *Warlord* promotion, a store can sign up to receive an Abyssal Attack deck, which the tournament director plays against the top finisher in a tournament. If that player falls to the deck, the second-place player can try, and so on, until someone finally defeats the deck – which they then get to take home with them. Go to Alderac's website to find the location of a tournament near you.

NOW PLAYING

We have confirmed that the following collectible-game products have shipped to stores in the United States. New game systems appear in **boldface**:

Buffy the Vampire Slayer: Angel's Curse Unlimited Edition (Score – April)

Diceland: Deep White Sea (James Ernest Games – April 29)

DragonBall Z: Cell Games Limited Edition (Score – April 19)

DragonBall Z: Cell Games Unlimited Edition (Score)
Mage Knight: Radiant Light Dragon (WizKids – May 8)

Mage Knight Castles: Castle Tower (WizKids – April 26)

Mage Knight Castles: Castle Walls 1 (WizKids – April 26)

Mage Knight Castles: Castle Walls 2 (WizKids – April 26)

Marvel HeroClix: Infinity Challenge (WizKids – May 1)

MLB Showdown 2002 (Wizards of the Coast – April 29)

Pokémon: Legendary Collection (Wizards of the Coast – May 13)

Shadowfist: Dark Future (Z-Man Games – April 19)

Star Trek: The Motion Pictures Expansion (Decipher – April 17)

Star Wars: Attack of the Clones (Wizards of the Coast – April 23)

WWF Raw Deal: Mania (Comic Images – April 15)
Yu-Gi-Oh! U.S. Unlimited Edition (Upper Deck Entertainment – May 3)



Broken Blades mean big trouble

Peace has come and gone. In this time of turmoil, a new leader has declared himself Shogun. Furthermore, the Shadowlands Army has marched passed the Kaiu Walls, stormed through pathetic human defenses, and is closing in on Otsan Uchi, the Imperial capital. With broken alliances and new brothers, can Rokugan hold together all that it holds dear? The time of trial and tribulation has begun. Are you the one to rise above the waves and bring order to chaos?

This set features decks for the Crab, Scorpion, and Unicorn clans. Introducing 150+ new cards and a new storyline tournament, *Broken Blades* intends to change the way you play *Legend of the Five Rings*. 48 11-card booster packs per display at \$2.99 per booster, eight starters per display, \$9.99 per deck. July release.

Decipher New Realms

Focusing on Elf-related cards and themes and including new versions of Legolas, Elrond, Arwen, and Galadriel, *Realms of the Elf-Lords*, the newest *Lord of the Rings* set, will be released June 19 (starter decks) and July 3 (booster packs). The two 63-card starter decks will be based on Legolas and Boromir and will contain a mix of cards from all three sets, including three random *Realms* rares. The decks will retail for \$10.95; the 11-card boosters for \$3.29. A series of pre-release tournaments are scheduled for the weekend of June 15-16, with a special pre-release tournament card to be handed out to

all participants. To find a location near you, log on to DGMA.com.

The 122-card set will also feature new artifacts like the Shards of Narsil and the Palantir of Orthanc. Isengard's most notorious resident, Saruman, will also make an appearance. *The Two Towers*, scheduled for November, will follow this set.

Star Trek: A new mission

There's big news coming from Decipher about its *Star Trek* license. The design gurus in Norfolk are working on a new *Star Trek* collectible card game. The old game will continue to be supported, though the new game will be incompatible with the old. Each player will take on the role of one faction from any of the *Trek* series (including *Enterprise*). A turn consists of running through one "episode," where players will be able to perform actions (based on their ship and personnel) to help themselves or hinder their opponents. The game will have both two-player and multi-player capability and is tentatively scheduled for fall release, with the first expansion scheduled to follow the theatrical debut of *Star Trek Nemesis*. Look for demos of the game to be available at this summer's conventions.

Star Wars

Decipher will donate more than a million dollars in product, promotional materials, and financial backing to the *Star Wars* Customizable Card Game Player's Committee, a non-profit group of volunteers. The donation is meant to reward loyal players and retailers who supported the game during Decipher's run with the CCG license and to keep the game alive. The Player's Committee will take over the *Star Wars* CCG World Championship tournament at DecipherCon, as well as a number of other duties. For more information, go to www.game-playersnet.com/card/games.asp?gm=starwars

Fantasy Flight Games Art signed by the author!

Fantasy Flight Games is giving away an 8 x 10" limited-edition print of artwork from the *A Game of Thrones* CCG to every fan who preorders a box of boosters from their local game store, and every print is signed by series author George R. R. Martin! All you have to do is go to the *A Game of Thrones* website, www.fantasyflightgames.com/got.html and download the Free Artwork form. When you go to your local game store to preorder the game, have an employee fill out the form and then mail it to Fantasy Flight Games. You can choose from three pieces of artwork, including "As Hard as the Winter," pictured here. This offer is only available through game stores, and you must preorder your box of boosters before July 15.

A Game of Thrones will be released at Gen Con. Starters will be based on each of the major families from the series of novels (Stark, Baratheon, and Lannister).



or turn to our Player's Committee update on Page 74 of this issue.

Excelsior Entertainment Mutant Chronicles resurrected

Pennsylvania-based Excelsior Entertainment plans to re-release the *Mutant Chronicles* and *Chronopia* game lines formerly produced by Target/Heartbreaker. No word yet on when or if Excelsior will bring back *Doomtrooper*, the collectible card game based on the *Mutant Chronicles* setting.

Interactive Imagination A League of its own

The first season of the official Magi-Nation League begins June 8 and runs through July 19. Retail outlets can sign up to host weekly league games in their store. The sign-up kit includes instructions, flyers, stickers, posters, and a T-shirt for the League Elder. A new league season starts about every six weeks, so if you miss out on this one, encourage your local retailer to start up the next time around.

Score The final battle

The DragonBall Z National Championship will be held at Wizard World Chicago the weekend of July 5-7, with the winner receiving a \$1,000 cash prize. The World Championships will follow at Gen Con Game Fair in Milwaukee, Wis., Aug. 8-11. The grand champion will cart off a ton of DBZ cards and \$5,000. Also, the top 16 finishers will receive the exceptionally rare **Champion Drill** card.

Both tournaments are "open" events, available to any player, regardless of participation in another regional event. All participants will receive product and prizes for playing, regardless where they finish.

Gohan learns to box?

The *Capsule Corp Power Pack* is a 600-count card box printed with one of four designs on the outside and holding a collection of all-new promo cards. You'll find five new main personality cards (Levels 1-3 of Master Roshi, King Kai, Lord Slug, The Ginyu Force, and Future Gohan), eight DBZ Game Boy Advanced exclusive cards, two Tuff Enuff-only tournament-format cards, a *Saiyan Saga* booster, and more.

Get set to play at the World Games

This single set combines three sagas into one huge release. *World Games* will consist of ten new starter decks containing seven Heroes and three Celestial Warriors with more than 200 new cards between the boosters and the starters. There will also be six preview cards for the upcoming *Babidi Saga* expansion and 10 new promo cards to be found in tournaments, magazines, and conventions.

Second time's the charm ...

Cards from the *Frieza*, *Trunks*, *Androids*, and *Cell Sagas* will be reprinted in unlimited editions. The *Trunks* set will see an additional repacking in the "Best of Trunks" decks that will include 66 *Trunks* cards (including 11 foils) in one of five pre-constructed decks. Each deck

will be based on a different main personality and include levels 1-3 of that personality. Look for additional never-before-seen promo cards from the *Trunks Saga*, as well.

Promotional events humming along

The DBZ Hummer Tour is up and running. More than 2,500 very loud fans showed up for the first stop in San Antonio, Texas, and the tour is scheduled to hit 30 locations before it wraps up in September. There are a variety of different activities at each event, like voice-actor signings, demos, prize giveaways, and tournaments.

The Saiyan Volunteer program is expanding to include volunteers of ages 14-17. If you're in that age group and are interested, e-mail Volunteers@DBZCardGame.com to sign up.

Bad girl joins Class of '99

Class of '99, the second expansion for *Buffy the Vampire Slayer*, will contain the game's first Good/Bad Slayer, Faith, as well as six new previews from *The Initiative* and 10 promo cards. The 250+ card set will be available in August and will retail for \$10.99 (starters) and \$3.29 (boosters).

Magnificent SEVEN

In tournament news, Score is launching SEVEN (Score Entertainment Verified Event Network), which will include a new tournament format for multiplayer *Buffy* patrols. Go to BTVScg.com for more on this system and other events. Also, *DragonBall Z* players can use their SEVEN ID to check out their newly revamped DBZ ratings on DBZcardgame.com. The system is as high-octane as the numbers in the game, with ratings liable to run into eight digits.

Upper Deck Entertainment Metal & Magic

The new *Yu-Gi-Oh!* set, *Metal Raiders*, should be available in June. *Magic Ruler*, the next expansion set, is on target for September release.

Medabots

Upper Deck Entertainment will introduce a new CCG based on the Fox Kids cartoon series *Medabots* in July. Each 'bot has its own special set of powers and interchangeable weapons. A hit in Japan, the game will be a touch more complex than the standard "fighting critter" game, according to Upper Deck.

Wizards of the Coast Electronic Pokémon

The *Pokémon-e* card products are a new development in the game industry that combines traditional collectible card game play with the handheld technology of Game Boy Advance. The first *Pokémon-e* card set will hit store shelves in mid-August, followed by four additional *Pokémon-e* card releases in the future.

Pokémon-e remains compatible with the regular collectible card game as well as with the new Nintendo e-Reader. Each card is encoded with a Dot Code strip that gives the game an added dimension. With the swipe of a game card, sound effects, graphics, or data will appear

COMING SOON

The following U.S. release dates are tentative and subject to change, and reflect information as *Scrye* goes to press. *Scrye* endeavors to print only the best available release information. New game systems appear in **boldface**:

JUNE

Collector's Guide to Mage Knight: Vol. 1 (WizKids)
DragonBall Z: Capsule Corp Power Pack (Score)
Gregory Horror Show Experience (Upper Deck)
Harry Potter: Adventures at Hogwarts (Wizards of the Coast)
Mage Knight Castles: Castle Gatehouse (WizKids)
Mage Knight Conquest Rulebook (WizKids)
Magic: The Gathering Online (Wizards of the Coast)
Marvel HeroClix: Sentinel (WizKids)
Marvel HeroClix: Infinity Challenge Premier Ed. (WizKids)
Warlord: Nest of Vipers (Alderac)
Yu-Gi-Oh! Metal Raiders (Upper Deck)

SUMMER

Magi-Nation: Voice of the Storms (Interactive Imagination)

JULY

Collector's Guide to Mage Knight: Vol. 2 (WizKids)
DragonBall Z: Capsule Corp Power Pack (Score)
Legend of the Five Rings: Broken Blades (Alderac)
Lord of the Rings: Realms of the Elf-Lords (Decipher)
Mage Knight Castles: Castle Keep (WizKids)
Mage Knight Dungeons Premier Ed. (WizKids)
Mage Knight Conquest Siege Pack (WizKids)
Mage Knight Unlimited Painter's Ed. (WizKids)
Medabots (Upper Deck)
MLB Showdown 2002: Trading Deadline (Wizards of the Coast)
Shadowfist: Boom Chaka Laka (Z-Man)
Star Wars: Sith Rising (Wizards of the Coast)

AUGUST

Buffy the Vampire Slayer: Class of '99 (Score)
DragonBall Z: World Games Limited Ed. (Score)
Fire in Kursk Playmark Book Game (Z-Man)
A Game of Thrones (Fantasy Flight)
HeroClix: Indoor Adventure Pack (WizKids)
HeroClix: Outdoor Adventure Pack (WizKids)
Mage Knight Titans: Hill Giant "Iron Rain" (WizKids)
Magi-Nation: Second Order (Interactive Imagination)
MechWarrior: Dark Age (WizKids)
NFL Showdown 2003 (Wizards of the Coast)
Sack Armies: Colonization (Tyranny Games)
Shadowfist: 10,000 Bullets Starter Ed. (Z-Man)

SEPTEMBER

DC HeroClix: Hypertime (WizKids)
DragonBall Z: World Games Unlimited Ed. (Score)
Mage Knight Titans Two-Pack (WizKids)
MLB Showdown 2002: Pennant Run (Wizards of the Coast)
Transformers: Armada (Wizards of the Coast)
Yu-Gi-Oh! Magic Ruler (Upper Deck)

FALL

Angel (Score)
Star Trek (Decipher)

OCTOBER

Harry Potter: Chamber of Secrets (Wizards of the Coast)
Marvel HeroClix: Expansion 1 (WizKids)
NFL Showdown 2003: 1st & Goal (Wizards of the Coast)
Warlord: [Unnamed 300-card Expansion] (Alderac)

FALL/WINTER

Buffy the Vampire Slayer: The Initiative (Score)

NOVEMBER

Star Wars: A New Hope (Wizards of the Coast)
Lord of the Rings: The Two Towers (Decipher)
MechWarrior: Dark Age Expansion 1 (WizKids)
Yu-Gi-Oh! Pharaoh's Servant (Upper Deck)
DragonBall Z: Babidi Saga Limited Ed. (Score)
DragonBall Z: Babidi Saga Unlimited Ed. (Score)
Legend of the Five Rings: The Fall (Alderac)
Magi-Nation: Daybreak (Interactive Imagination)

WINTER

DragonBall Z: Buu Saga (Score)

TOP OF THE CHARTS

Top-selling CCGs

- 1) Magic: The Gathering
- 2) Dragonball Z
- 3) Lord of the Rings
- 4) Mage Knight
- 5) Pokemon
- 6) Yu-Gi-Oh
- 7) Harry Potter
- 8) Star Trek
- 9) Legend of the Five Rings
- 10) Warlord



Top-selling Magic cards

- 1) Birds of Paradise
- 2) Call of the Herd
- 3) Urza's Rage
- 4) Shadowmage Infiltrator
- 5) Grim Lavamancer
- 6) Undermine
- 7) Iridescent Angel
- 8) Pernicious Deed
- 9) Traumatize
- 10) Skizzik



Top-selling

Lord of the Rings cards

- 1) Aragorn: Ranger Of The North
- 2) Cave Troll of Moria
- 3) Lurtz: Servant Of Isengard
- 4) Aragorn's Bow
- 5) The Witch-king, Lord of the Nazgûl
- 6) The Witch-king: Lord Of Angmar
- 7) Arwen: Daughter Of Elrond
- 8) Boromir: Lord Of Gondor
- 9) The Balrog, Flame of Udûn
- 10) Watcher in the Water, Keeper of Westgate

Top-selling Mage Knight figs

- 1) Storm Golem
- 2) Wraith
- 3) Thunder Golem
- 4) Mummy
- 5) Solonavi Creator
- 6) Gate Lord
- 7) Magna Draconum
- 8) Solonavi Striker
- 9) Dwarven Stomper
- 10) Maelstrom Golem



Top-selling Pokémon cards

- 1) Ho-oh
- 2) Charizard
- 3) Shining Charizard
- 4) Blastoise
- 5) Dark Tyranitar
- 6) Lugia
- 7) Shining Celebi
- 8) Dark Typhlosion
- 9) Scyther
- 10) Shining Raichu



Star Wars Celebration II a hit for Wizards

More than 25,000 fans converged on Indianapolis, Ind., May 3-5 to revel in Jedi-mania at the second Star Wars Celebration event. The festival touted a digitally-produced eight-minute excerpt from *Attack of the Clones*, actors from all five films, a concert of *Star Wars* music, and, of course, Wizards of the Coast and its new *Star Wars TCG*.

Highlights of the event included a special "Star Wars in Pop Culture" film room, showing video shorts, cartoons, trailers, and music videos; a toy museum sponsored by Hasbro containing every action figure and vehicle produced in the last 25 years; a fan films award area, honoring the skills of amateur directors and George Lucas wanna-bes; and a kid's room for all the young Jedis and their families.

"Star Wars Celebration II far exceeded our expectations. For the 27,000 fans at the event, it was a can't-miss three-day experience that allowed them to celebrate and take part in 25 years of *Star Wars* history," said Steve Sansweet, Director of Content Management and head of Fan Relations at Lucasfilm Ltd.

Wizards introduced a multitude of new people to its card game. Most notable was Daniel Logan, the young Boba Fett in *Episode II*, who was introduced to the game by Richard Garfield himself. There's no word on who won the game, but the good news for Logan is that there were no sarlaccs reported in the area ...



Daniel Logan, the young Boba Fett in *Attack of the Clones*, learns how to play Wizards of the Coast's new *Star Wars* game from one of the designers — Magic: The Gathering creator Richard Garfield.

on the Game Boy Advance screen. Select cards will produce a mini-game when scanned with a series of other cards.

For *Pokémon TCG* players, *Pokémon-e* cards will offer a full line-up of products with familiar creature cards and popular *Pokémon* with brand new attacks; new trainer cards, which give players more options in the game; and a new mechanic called Supporters designed to aid *Pokémon*.

Foiled again!

Released in May, *Legendary Collection* is the first *Pokémon TCG* release to incorporate foil versions of every card in the set, making it possible for game enthusiasts to collect an all-foil version of the entire release through the purchase of booster packs. Holofoil cards in the set add a new element of rarity with an additional foil stamping.

The *Pokémon: Legendary Collection* should be available now in \$3.29 11-card booster packs. They'll be followed in mid-June by two 61-card theme decks priced at \$9.99 each, with each theme deck including a randomly inserted foil card.

Magic in the digital age

Wizards of the Coast has announced that *Magic Online* is almost ready to be opened to the public. Expected some time in June, the service will offer more than 1,600 digital cards, 24/7 accessibility, forums for varying levels of play, online player rankings, tutorials, and a free trial. Players who collect a full set of online cards will have the option of trading them in for physical Magic cards. The website is www.mtgonline.com.

WizKids

The Four Horsemen meet Mr. Suitcase

Between April 22 and May 7, a single bidder on eBay acquired three of the Four Horsemen from the *Mage Knight Sinister* set. Bidding a total of \$7,000, the as-yet-unidentified bidder "r45kd" made the winning bids on *War* (\$2,325), *Death* (\$3,050), and *Pestilence* (\$1,625); thus far, *Famine* has not been up for auction on eBay. The same bidder also made the winning bid on a complete set of 20 limited-edition *Mage Knight Sinister* figures for \$1,825 May 7.

Mishler gets Mage-Knighted

WizKids has released a limited-edition *Mage Knight Sinister* figure named after former *Scrye* Associate Editor James Mishler. *Sir Mishler*, an elite figure from both the *Knights Immortal* and *Hero* factions, is a prize figure from the *Mage Knight Sinister* expansion.

Z-Man Games

Fire in Kursk

Fire in Kursk is a World War II game using Z-Man's new Playmark Book Game system developed for the release *Warchon*. *Fire in Kursk* will recreate the greatest tank battle of the World War II.

Shadowfist starts with 10,000 Bullets

10,000 Bullets, a new starter edition for *Shadowfist*, will have one starter for each of the game's eight factions, including the Purists. There will be new starter decks, reprints, and new cards. Playable out of the box, like *Year of the Dragon*, each deck will also have a revised introductory rulebook.

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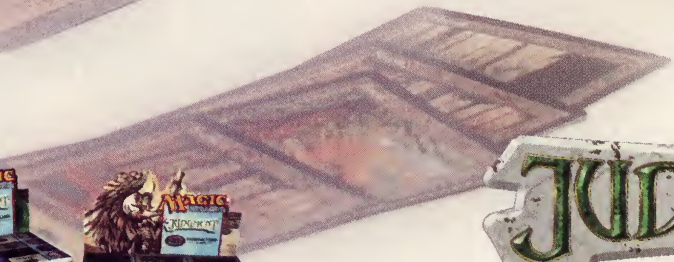


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HOW A 'MECH IS MADE

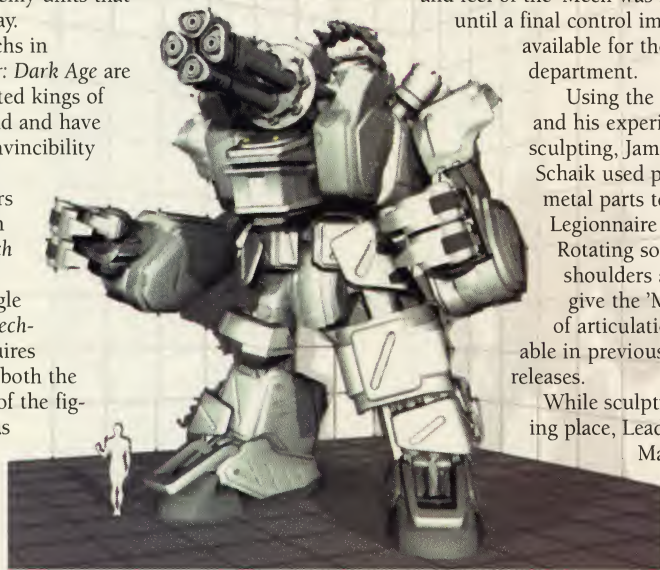
Designing a BattleMech for MechWarrior: Dark Age

From the beginning, *MechWarrior: Dark Age* was designed to be a combined-arms collectible miniatures game. A battle force is often built around a 'Mech as its primary combat unit. With the support of battle armor and vehicle units, 'Mechs have the firepower and mobility to achieve their objectives and decimate any enemy units that get in the way.

The 'Mechs in *MechWarrior: Dark Age* are the undisputed kings of the battlefield and have an aura of invincibility established through years of conflict in the *BattleTech* universe. To design a single 'Mech for *MechWarrior* requires attention to both the appearance of the figure as well as its abilities in game play. Due to the expectations of the world-

wide fan base of *BattleTech* players, it's just as important to capture the "feel" of a 'Mech as it is to represent its combat abilities and stats.

Each unit in *MechWarrior: Dark Age* begins as a written description detailing the unit name, relative speed and armor rating, and, in the case of a 'Mech, the unit's height. The **Legionnaire** is new to the *BattleTech* universe, so WizKids CEO Jordan Weisman, who co-designed the original *BattleTech* game; Randall Bills, a long-time contributor to the *BattleTech* universe from PenBlade Studios; and WizKids Game Design Director Jim Long had a clean slate to begin the design process. The simple specs for the Legionnaire called for a medium BattleMech (between 40 and 55 tons), 33' tall, mounting a single extra-large autocannon. Speed would be relatively fast, and armor protection would be moderate. At this point, computer-generated control art was developed by Vision Scape Interactive, a 3-D animation studio. Over several iterations, the appearance



Vision Scape Interactive designed this 3-D computer image of the Legionnaire BattleMech for WizKids' sculptors.

SON DECK
games in development!
by Matt Robinson,
WizKids Game Designer

and feel of the 'Mech was fine-tuned until a final control image was available for the sculpting department.

Using the control art and his experience in sculpting, James Van Schaik used plastic and metal parts to bring the Legionnaire to life.

Rotating sockets in the shoulders and waist give the 'Mech degrees of articulation unavailable in previous WizKids releases.

While sculpting was taking place, Lead Designer Matt Robinson determined the combat values and special abilities to represent the 'Mech.

As well as the values determined by the unit's description, a unit's faction dictates many of its capabilities. Some factions favor fast units, others prefer defensive capabilities over offensive capabilities. As a member of the Swordsworn faction, the Legionnaire is equipped with a weapons configuration that emphasizes high damage output at the expense of poor heat dissipation. Its huge autocannon was easy to depict in the game, and the Legionnaire's primary damage value of 5 is high for a medium 'Mech. Its Armor Piercing special ability allows the Legionnaire to ignore a target's defensive special abilities. The "fast" speed value results in an initial speed of 10" for the Legionnaire. Initial attack and defense values are 10 and 20, respectively.

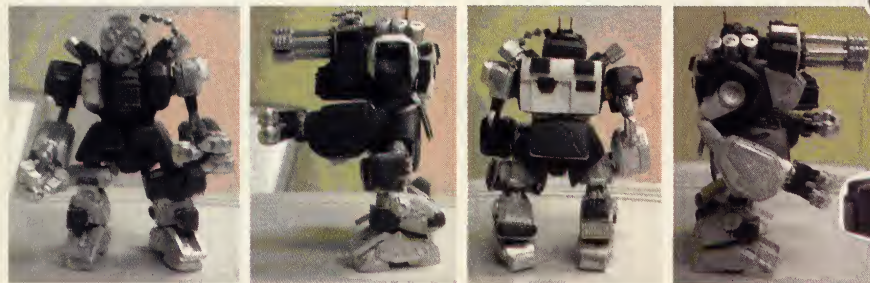
The heat dial has a huge impact on the play value of a 'Mech in *MechWarrior: Dark Age*. For the Legionnaire, its lack of adequate cooling



A prototype of the figure is cast using a mold made from the original sculpt.

is apparent. Negative modifiers to the performance of the 'Mech (known as "heat modifiers") appear early and often in this 'Mech's short heat dial. The possibility of ammunition explosions or overheated engine means a player must carefully manage the heat level on this 'Mech to get the most out of it on the battlefield.

With the combat values finalized and its sculpt complete, this 'Mech weighs in at 24 points and is ready to take to the battlefield. In a 300-point *MechWarrior: Dark Age* standard game, the Legionnaire will be pivotal to the outcome of a battle!



James Van Schaik combined plastic and metal pieces to sculpt the Legionnaire 'Mech.



The finished, painted Legionnaire 'Mech stands ready to do battle!



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Crush foes online in virtual CCG

Send your goats into the Witness Protection Program, because those aren't ordinary trolls under that bridge. They're Battle Trolls — warriors in an online collectible card game of the same name. *Battle Trolls* is similar to other CCGs, in that you can collect the set of 85 cards, with common, uncommon, rare, and ultra-rare cards. You can even trade cards with other players. The difference is that *Battle Trolls* has no paper at all — it's completely virtual.

To play, you sign up at www.battletrolls.com for a free two-week trial, which includes two packs of cards to try out the game. If you like the game, you can pick a membership package that suits you. With membership, you get more cards and access to members-only features.

There are three types of cards in *Battle Trolls*: trolls, powerups, and bonus cards. Trolls are the key. You pit your troll against an opponent's, and they fight to the death. With a few victories under its belt, a troll gains levels and becomes stronger. Powerups and bonus cards are your bag of tricks for winning a battle. Some, such as **Double Strike**, make your current attack stronger, some are defensive, like **Prayer**. Others

PLAYER'S CHOICE a buyer's guide to games by Tom Landy



Battle Trolls' online tutorial walks you through a sample combat.

offer healing, like **Elixir** and **Antidote**. Then there are special cards, including **Retreat** and

the fearsome **Mindlock**. The difference between powerups and bonus cards is that bonus cards are rarer and their effects generally last a few rounds. Powerups only last one round.

There's almost always another player somewhere in the world online to play against. Also, when trolls are defeated, they are *dead*. You can't use them anymore, unless you have one of the elusive **Resurrect** cards. So you risk something with every game.

Unfortunately, it'll cost you — \$4.95 for each extra booster of 15 cards. A real pack at your local hobby shop costs less! Also, you have to keep buying more cards to keep a good rating position, because once you use a powerup or bonus card, it's gone from your collection. While this does maintain game balance by forcing you to use your cards wisely, it also caters to "Johnny Suitcase," who can afford to whip out cards left and right — if you don't burn some cards to counter his onslaught, you will lose.

Battle Trolls is fun and innovative, though it can get pricey, and unlike some real-life CCGs, it's easy to find someone to play.



CCG videogames offer instant opponents



by Brent Frankenhoff

Can't find an opponent to play *Yu-Gi-Oh!*? Konami's *Yu-Gi-Oh! Dark Duel Stories* videogame brings the CCG to GameBoy Color, allowing players to compete against a cadre of computer-generated opponents as well as other human opponents through the use of a GameLink cable.

This is one of the last GameBoy Color cartridges to be released, and it takes full advantage

of the GameBoy Color's power, but it could have been so much more on the GameBoy Advance platform, which was released last summer, and which has now superseded the Color unit. Perhaps an Advance version is in the works?

Game play is similar to the real card game, in which opponents pit monsters against one another in an attempt to diminish their opponent's life points to zero or run them out of cards. Computer opponents range from novice to skilled players and it takes five wins over a given opponent to advance to the next level.

The graphics are adequate and convey the basic information about the cards, however the designers assume that players will already be familiar with the trading-card game. It doesn't take long to pick up the simple game, but advanced strategy is almost impossible when you don't know which cards combine to make more powerful creatures, and spells rarely, if ever, come into play. More explanatory text in the instruction booklet or a tutorial mode on the cartridge would have been helpful.

Much like the old *Magic: The Gathering* computer game, this is an adequate substitute for when there are no other players available, but it's doubtful that two players competing head-to-head will prefer the electronic version over the real cards. The only advantage here is that players can get that rare card they've been seeking without having to pony up a lot of money. Speaking of cards, promo foil versions of **Blue-Eyes White Dragon**, **Dark Magician**, and **Exodia the Forbidden One** are included with the game, making it a must-buy for the avid *Yu-Gi-Oh!* collector.

by Nicolas Sprecher Katzmarek

So, you're hooked on the *Yu-Gi-Oh!* CCG (although according to reports, many of you can't find it in stores). But if you've got a Playstation and are hoping to be digitally entertained by *Yu-Gi-Oh! Forbidden Memories* while you wait for your local hobby store to get more cards, think again.

Yu-Gi-Oh! did not translate well to the Playstation. It looks, feels, and plays like it was rushed from design to finished product. That's unfortunate and hopefully not a precedent for CCG-based videogames — Playstation is facing stiff competition from its next-generation rivals and its game designers need to spend more time on each title, not less.

From a gamer's standpoint, this is not the way to be introduced to *Yu-Gi-Oh!* As a novice, I found it difficult to figure out the game's mechanics and was often confused by a complex series of button-pushing that was just too complicated for a strict turn-based game.

It's cool to think of extending a CCG into the realm of campaign mode, à la *Baldur's Gate* or *Diablo*, but at least during the first segment, the campaign mode is little more than a series of linear encounters that lead to more card games. RPGs in the 21st century need to be more than 2-D graphical interfaces and cheesy dialogue, and unfortunately, that's what we have here.

There is a two-player mode that may save the game for some players, but it may be tough to find another person in your town or city that enjoys the game on the Playstation.

The graphics leave everything to be desired, the sound makes you want to turn the radio on and, as I mentioned before, the interface is archaic and difficult to figure out. *Yu-Gi-Oh!* fans should stick to the cards themselves, and leave the Playstation version, at least, to those who can't find a playing partner.

Editor's note: One feature of interest to anyone who has both the printed cards and one of the *Yu-Gi-Oh!* videogames is that each of the cards has an eight-digit number in the lower left corner. This number is a password that gives you an opportunity to get a virtual copy of the card in the videogame, as well. See the videogame instructions for details.



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Inquest Gamer Magazine Staff, May 2002

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Playmark Book Game is a real page-turner

S **PLAYER'S CHOICE**
a buyer's guide to games
by Jason Winter

spread. A map along the bottom of each page helps you "move" to different pages/spreads, and when forces from opposing armies meet, they battle. Several actions are available, usually dependent on special traits of the fighting units. A random number is generated and a chart opposite the spread's page is consulted. This chart reveals the results of the battle, which usually involves damage to the attacker, the defender, or both. The first player to capture his opponent's Warbanner wins the game.

The greatest advantage of this game system is its portability. In fact, a friend and I played it while sitting on the couch watching TV. It's an ideal choice for a bus, plane, or the back seat of a car. All the rules and gameplay material are contained in one book, so we could look up what we needed to quickly and easily. Alternate scenarios are provided for a different game experience or to recreate historic moments in the history of Krimmeron (the game world in which Sygillis is one of the four continents). In addition to the rules and spreads, the book also has background on the

two factions in the game (the Celestine Order and the Azuthkan Horde — guess which are the good guys and which are the bad guys) and a 10-page story written by Margaret Weiss and Don Perrin.

Portability comes at a price, though. The book must be handled carefully, lest a bookmark slip down (bookmarks are shifted up or down to indicate that they have moved or used a special ability). Once you get a second book, you'll want to use that for rules references. It can also be hard to keep track of all the units and their locations, which isn't a problem in a CCG, where everything's laid out in front of you. Much of what a PBG offers can be done just as well with a tabletop boardgame or wargame, if portability isn't an issue. In short, it's great to have on the way to a convention, but once you get there ...

Z-Man Games intends to release more armies, spells, and books for the Warchon game world, as well as PBGs with World War II and science-fiction settings. Its website (www.zmangames.com) promises to keep you up-to-date for all the latest releases. In the meantime, if you're looking for a way to kill a few hours on a trip or just want to check out something new and different, give Warchon a try. If all else fails, at least you'll have a nice-looking collection of bookmarks.

First, there were the cards.

Then came the dice, and later, there were miniatures, disks, and hexagonal tiles. Now, Z-Man games introduces the first Playmark Book Game (PBG), the newest evolution (or revolution) in collectible gaming.

You start with a book, which is divided between rules and locations ("spreads"). Each player takes a set of bookmarks and places them in the spread part of the book, paying attention to the maximum capacity of each

Stay awhile at Gregory House

Based on a series of creepy-yet-funny Japanese animated shorts that alas, haven't yet been released in English, the *Gregory Horror Show* boardgame adds a collectible twist to traditional boardgames. The game is for 2-4 players, and can take a couple of hours to play, if the competition is fierce. The goal is to be the first to escape from the spooky hotel pictured on the play mat or to be the last "guest" left alive. To escape, you have to gain control of three rooms by defeating the monsters within (represented by cards), then leave Gregory House through the front door or a portal. Watch out for the roaming monster, which can catch you outside the rooms — he's a cool little plastic figure of Gregory, your host.

On your turn, you roll a 20-sided die to see how many spaces you can move. You can split your move between your own token and the roaming monster, sending it after an opponent or just moving it further away from you. Certain squares on the board will help or hurt you, and you can pick up Judgment cards to boost yourself or sabotage another player.

Here's the collectible part, which adds another level of strategy to the game: You can buy expansion packs containing two monster figures (there are 24 monsters in all) which can be introduced into the game at certain times. When you introduce a feral monster, as they're called, any player can move the piece — but you're the only one who can attack with it.

Since the person in the lead is likely to be hammered by every other player, the game can take some time to finish. And the first person knocked out of the game better have a book or something, 'cause once you're out, you're out. But it's a fun game, carrying on the noble tradition of offering, as comedian Shelley Berman once said about *Monopoly*, "the thrill of wiping out a friend."



Poor Mummy Dog always has a headache, though he can't figure out why ...

PC GAME BLENDS CCG, STRATEGY-GAME ELEMENTS

by Mike Greenholdt

Etherlords is a turn-based strategy computer game from Fishtank Interactive. It's set in an unnamed fantasy world inhabited by four races. Normally these races live in peace, but the dreaded Time of Changes begins a period of war, with each race trying to reach the Temple of Time and world domination. Players compete for resources while maneuvering to fulfill scenario victory conditions (usually destruction of all opposing castles).

What sets *Etherlords* apart is its combat-resolution system. *Etherlords* uses a comparatively simple, *Magic*-like virtual collectible card game to resolve each battle. Each of your generals has a 15-card "deck" with which to reduce his or her opponent to zero life. There are major differences from *Magic*, two of the biggest being that all attackers have the equivalent of first strike and there is no land — spell-casting resources are fixed and automatic.

The graphics are good, especially for the CCG. Interfaces are quick and intuitive, although there are lots of creatures special abilities, and the only list, in the back of the manual, isn't alphabetized. You can right-click on most items for a pop-up information window, but not for creature special abilities.

Magic players may find *Etherlords* interesting, especially since it's fairly easy to obtain new cards for a general's deck, allowing for experimentation. However, the strategic aspect of the game is not compelling, as the game seems to be built around the CCG combats, so *Etherlords* will probably appeal more to CCG players than to computer-game aficionados.



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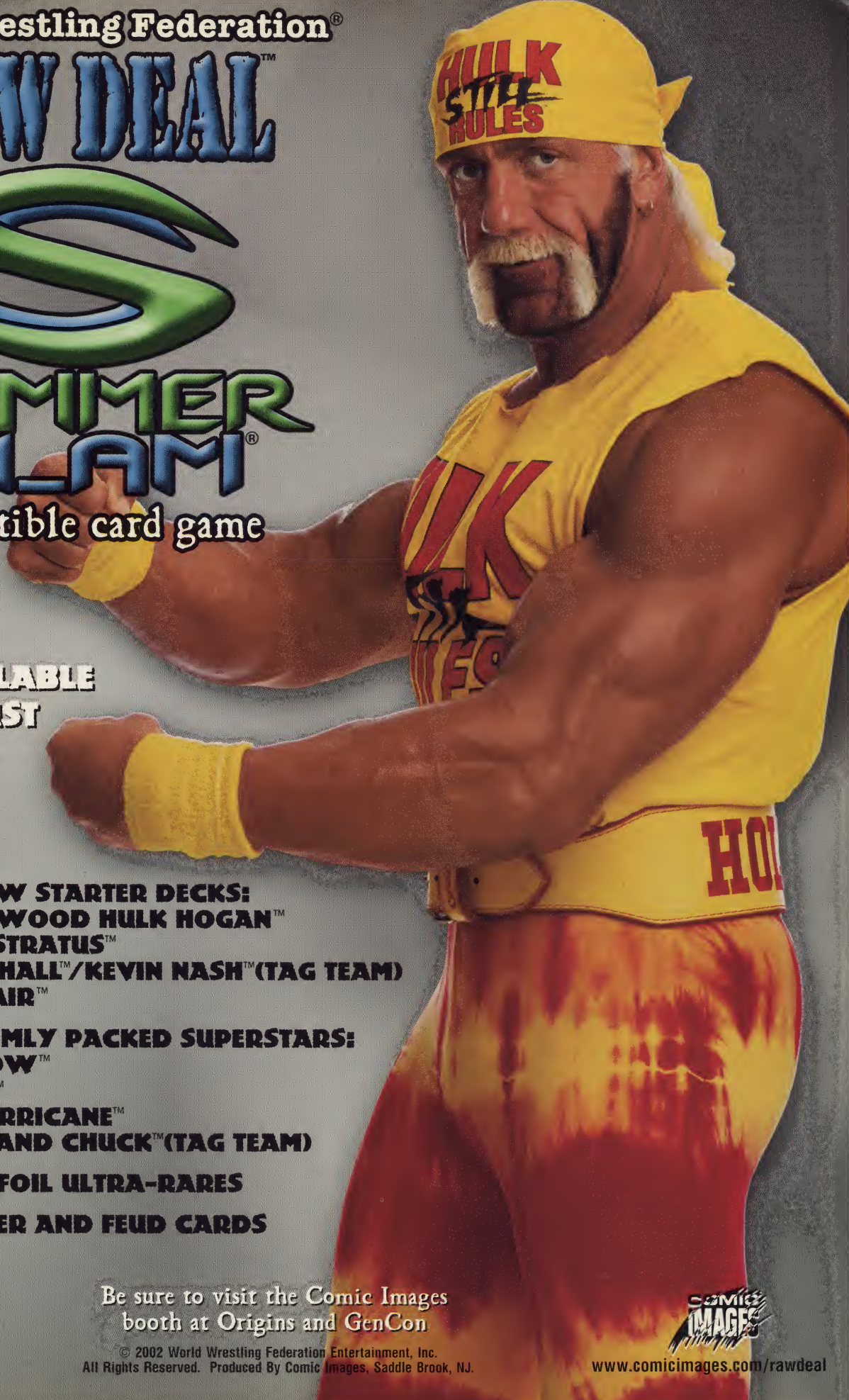


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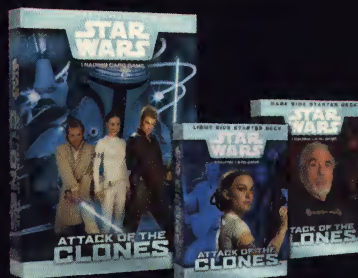
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Big-name game conventions play host to major tournaments

What do Milwaukee; San Diego; Atlanta; Columbus, Ohio; and Virginia Beach, Va., have in common? For the rest of the year, they'll be the hottest places to play a game north of the equator. These are the host cities for the largest, highest-attendance gaming conventions in America: Gen Con in Milwaukee, Comic-Con International in San Diego, Dragon*Con in Atlanta, Origins in Columbus, and DecipherCon in Virginia Beach.

Most gamers have heard of Gen Con and

ON THE ROAD convention & special event reports by Alan Denny

Origins — the Big Two of gaming conventions — but many just can't make it to either, because of distance or other obligations. This summer, the large gaming conventions are spread out from coast to coast, so there should be one close to you.

All of the major manufacturers will be on hand for these shows — Wizards of the Coast, Decipher, WizKids, Alderac, Upper Deck, and many others. They'll have representatives available for tournaments, demonstrations, and answering questions. Many of these conventions offer fans the opportunity to meet

artists, authors, and TV and movie actors, as well.

Gen-Con has been the major game convention for years. Because of its size, Gen Con attracts some of the top tournaments in the country. This year, Gen Con will play host to the World Championship tournaments for *DragonBall Z*, *Shadowfist*, and *Warlord: Saga of the Storm*; Continental Championships for *The Lord of the Rings* and *Star Trek*; North American Championships for *Vampire: The Eternal Struggle*; Pro Tour qualifiers for *Wizards of the Coast's Magic: The Gathering*; and many other special events.

Close to Gen Con in size and stature is Origins, the site of the *Mage Knight* World Championships, among other events. DecipherCon is the world championship venue for Decipher's *Star Trek*, *Star Wars*, *Lord of the Rings*, *Young Jedi*, and *Jedi Knights* collectible card games. Dragon*Con and Comic-Con International aren't dedicated gaming conventions, but they are major shows with a lot of games programming to offer.

All these conventions have something for everyone, no matter what you play. When you come home from one of these conventions, you can be sure of a few things: You will have made some new friends; you will need three days of sleep; it will take a week to recover from a diet of junk food and caffeine; and you'll hardly be able to wait until next year's event!

Major Game Conventions

July 4-7

Origins, Columbus, Ohio
www.originsgames.com

Aug. 1-4

Comic-con International: San Diego, San Diego, Calif.
www.comic-con.org

Aug. 8-11

Gen Con, Milwaukee, Wis.
www.wizards.com/gencon

Aug. 30-Sept. 2

Dragon*Con, Atlanta, Ga.
www.dragoncon.org

Oct. 31-Nov. 3

DecipherCon, Virginia Beach, Va.
www.decipher.com



Psych! Put on good "game face" for tournaments

Every collectible card game has its own metagame — the cards, card combos, and deck concepts popular within a playing group or throughout the entire player population of that particular game. However, there is another aspect of tournament CCG play, which crosses the boundaries between different games — the psychological metagame. By this, I mean the "game face" you present your opponents.

Psychology is usually most useful and mostly used in tournaments, where you are unknown to your opponents. Your local gaming group already knows the real you, and psychological gamesmanship in friendly play is usually of little use and in bad taste. However, in tournaments, it can give you an edge that should not be dismissed. Even if you don't care to put on a special "game face," you should be aware of how other players might try to affect your game. These are some of the ploys I have used or seen used to some effect:

The Amiable Buffoon. Your goal is to encourage your opponents to underestimate you by coming off as a poor or inexperienced player. I once saw this ploy nearly win a national championship in *Galactic Empires*. The player in question consistently flattered his oppo-

mastyr Skills for survival! by Mike Greenholdt

nents, playing to their egos and disparaging his own skills, passing off his victories as luck. It helped that he used a huge deck (200+ cards), usually the mark of a novice (his deck was built to draw lots of cards each turn). He went into the finals undefeated, where he finally met people who knew him and what his deck could do — but he still finished second.

Good ol' boy. Here you project goodwill towards your opponent and a loose, just-for-fun attitude. Many players will respond in kind, which can take the edge off their game, especially if they have a complicated deck concept. This attitude can also take the sting out of any loss, both for you and your opponent.

Mr. Invulnerable. This is an excellent option when playing a denial-style of deck. With a somewhat bored demeanor and not even looking at your hand most of the time, you give your opponent the impression that nothing he

can do can hurt you. This can wreck his morale, especially if you back it up early in the game. At its best, your opponent will hesitate before trying anything and will definitely be thrown off his game. Be warned — this attitude can backfire, inspiring your opponent to new heights of creativity.

The Sportsman. This approach can be dangerous. The Sportsman allows an opponent to take back bad moves, points out rules, even when they don't favor him; and reminds his opponent of his cards' special abilities. This may seem counterproductive, but it does have a few advantages. If you play a complicated deck, your opponent will frequently give you a break if you make a mistake, as you have been doing for him all game. Also, many players are startled by such an attitude, and it may take them off their game.

There are many other approaches you can take, but don't confuse these tactics with the "Dark Side" of gamesmanship — behaving surly, argumentative, and generally being a poor sport. It sometimes works, I admit — but it can also get a player thrown out of a tournament altogether. And win or lose, it sure doesn't seem like they're having much fun.

DRAGON BALL Z

Collectible Card Game



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Online trading turns spares into rares

Into every collectible card gamer's life, some duplicates must fall (or a lot of duplicates, if you pull stuff from packs the way I do). This also applies to players of collectible miniatures games and collectible token games. How can you turn spare rares into the cards or figures you need — namely the rares your collection still lacks? Flip on your computer and head for the net!

Game collecting and trading sites are all over the Internet. Manufacturer websites, hobby sites, and discussion areas almost always include a trading area. But don't dash blindly into the online fray. Every group of gamers can share grim tales of trades gone awry, payments promised but never received, and beloved rares vanished forever.

Don't let potential problems keep you away from the net, either. For every bad trade or failed auction, hundreds more work just fine, leaving everybody happy. Most problems occur when people rush into a trade, ignore the warning signs of a transaction that's going bad, or simply fall for a "too good to be true" scam. How do you avoid problems and keep yourself (and your goodies) safe? Take your time, ask questions, and carefully walk through the trading or selling process.

Gamers enjoy talking about their games almost as much as they love playing. That's why game discussion boards are all over the Internet. In addition to conversations about strategy and collecting, discussion boards almost always include sales and trading areas. These make a great starting point for your online excursions.

When joining an online discussion area, spend a few days reading and posting before offering any trades. This gives you time to meet people on the board, and it gives them a chance to know you through your posts. Before posting your trades, ask other board members for suggestions about the best places to trade. Some boards support great discussions, but their trading sides don't work too well. Others focus on trading, which means you'll likely get a better deal for your stuff.

Limited Resources by John Kaufeld



For a great overview of the trading process, check out *The Epic Novel of Trading Etiquette*, posted at www.mkrealms.com in the *Forums/Neutral Ground* section.

Since most online traders never meet face-to-face, the trading exercise is based on trust. As the new person on the block, it's up to you to build other people's confidence in both you and your offers. Exaggerated or misleading descriptions of your stock will lead to people posting "bad trader" notices about you (and that won't help your image at all).

When posting items, be clear in your descriptions. Include the card or figure name, any identifying number, expansion set name, and condition, so nobody misunderstands your offer.

Be honest in your condition description. A card with light scratches from a few shuffles is not in "mint/near mint" condition. It might be in "very good condition, very lightly played." It's tempting to make a card sound nicer than it is (particularly when trading with serious collectors who only accept cards straight from the pack), but don't do it. That's a quick way to earn a bad reputation on the trading boards.

Once someone replies to your trading post,

make sure that you understand *exactly* what the person is offering in trade. There's a huge difference between "I'll trade you a Frodo for your Cave Troll" and "I'll trade you a **Frodo, Old Bilbo's Heir #289** for your Cave Troll" — you don't want to be on the bad end of that difference! Don't be offended if someone asks for more details about your cards or figures — they're just following the same guidelines.

When agreeing to a trade, you must wrestle with the issue of who sends first. If both traders have good references, they might ship at the same time (also known as "cross-shipping"). If one person has few references or is new to the trading world, the other person usually asks that the newbie send first.

If the other person insists that you send first but you don't feel comfortable doing it (if you're sending a particularly rare or expensive item, for instance), ask a well-known, respected trader on the board to act as an intermediary in the trade. In this model, both you and your trad-

ing partner ship your goods to the trusted third person, who verifies that both sides of the trade fulfilled their part of the agreement. Then this person ships the goods to their ultimate destination. Since this involves time and effort from the person in the middle, both traders usually pay the person a small fee for the service, in addition to paying for shipping.

Finally, keep good records of your trades. Keep all the details (name, address, e-mail address, discussion site, discussion board ID, figures sent, figures promised, and shipment dates) in a notebook or in a database on your computer. As you finish each trade, ask your trading partner if you can use him or her as a reference for future trades. As your reference list grows, so does your trading reputation!

If board trading sounds interesting, check out dedicated discussion sites like www.magic-traders.com and www.mkrealms.com, or message boards at manufacturer sites like www.decipher.com and www.wizkidsgames.com/mageknight.

SCRYE

Contest Winners

MAGIC

The Gathering

The solution to our *Magic: The Gathering* Torment puzzle in *Scrye* #50 was "Erhnam Djinn."

Congratulations to everyone who solved the puzzle!

And the winners are:

Grand Prize: Stephen M. Smith of Belen, N.M.

First Prize: Rocky J. Harris of Wilmington, Ohio

Runners Up: Jennifer Chase of Philadelphia, Pa.; Del Gustafson of Wilmington, N.C.; George T. Hunt of S. Orleans, Mass.; Daniel Kapperman of Longmont, Colo.; Robert B. Mays III of Aviston, Ill.; Ricky Petrone of El Paso, Texas; Juli Quast of Ft. Worth, Texas; Russel Tyszka of Throop, Pa.

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ARTIFACT

Aladdin's Ring 7th R, 8, Artifact, 8. Aladdin's Ring deals 4 damage to target creature or player.

Alloy Golem IN U, 6, Artifact Creature - Golem, 4/4. As Alloy Golem comes into play, choose a color. Alloy Golem is the chosen color.

Beast of Burden 7th R, 6, Artifact Creature, 1/1. Beast of Burden's power and toughness are each equal to the number of creatures in play.

Bloodstone Cameo IN U, 3, Artifact. Add B or R to your mana pool.

Brass Herald AP U, 6, Artifact Creature - Golem, 2/2. As Brass Herald comes into play, choose a creature type. When Brass Herald comes into play, reveal the top four cards of your library. Put all creature cards of the chosen type revealed this way into your hand and the rest on the bottom of your library. Creatures of the chosen type get +1/+1.

Caltrops 7th U, 3, Artifact. Whenever a creature attacks, Caltrops deals 1 damage to it.

Catalyst Stone OD R, 2, Artifact. Flashback costs you pay cost up to 2 less. Flashback costs your opponents pay cost 2 more.

Charcoal Diamond 7th U, 2, Artifact. Charcoal Diamond comes into play tapped. Add B to your mana pool.

Charmed Pendant OD R, 4, Artifact. Put the top card of your library into your graveyard. For each colored mana symbol in that card's mana cost, add one mana of that color to your mana pool. Play this ability only any time you could play an instant.

Chromatic Sphere IN U, 1, Artifact, 1. Sacrifice Chromatic Sphere: Add one mana of any color to your mana pool. Draw a card.

Coat of Arms 7th R, 5, Artifact. Each creature gets +1/+1 for each other creature in play that shares a creature type with it.

Crosis's Attendant IN U, 5, Artifact Creature - Golem, 3/3. 1. Sacrifice Crosis's Attendant: Add UBR to your mana pool.

Crystal Rod 7th U, 1, Artifact. Whenever a player plays a blue spell, you may pay 1. If you do, you gain 1 life.

Darigaaz's Attendant IN U, 5, Artifact Creature - Golem, 3/3. 1. Sacrifice Darigaaz's Attendant: Add BRG to your mana pool.

Darkwater Egg OD U, 1, Artifact, 2. Sacrifice Darkwater Egg: Add UB to your mana pool. Draw a card.

Dingus Egg 7th R, 4, Artifact. Whenever a land is put into a graveyard, Dingus Egg deals 2 damage to that land's controller.

Disrupting Scepter 7th R, 3, Artifact, 3. Target player discards a card from his or her hand. Play this ability only during your turn.

Dodecapod AP U, 4, Artifact Creature, 3/3. If a spell of ability an opponent controls causes you to discard Dodecapod from your hand, put it into play with two +1/+1 counters on it instead of putting it into your graveyard.

Draco PS R, 16, Artifact Creature - Dragon, 9/9. Draco costs 2 less to play for each basic land type among lands you control. Flying. At the beginning of your upkeep, sacrifice Draco unless you pay 10. This cost is reduced by 2 for each basic land type among lands you control.

Dragon Arch AP U, 5, Artifact, 2. Put a multicolored creature card from your hand into play.

Drake-Skull Cameo IN U, 3, Artifact. Add U or B to your mana pool.

Dromar's Attendant IN U, 5, Artifact Creature - Golem, 3/3. 1. Sacrifice Dromar's Attendant: Add WUB to your mana pool.

Emblazoned Golem AP U, 2, Artifact Creature - Golem, 1/2. Kick-er X. Spend only colored mana on X. No more than one mana of each color may be spent this way. If you paid the kicker cost, Emblazoned Golem comes into play with X +1/+1 counters on it.

Ensnaring Bridge 7th R, 3, Artifact. Creatures with power greater than the number of cards in your hand can't attack.

Feroz's Ban 7th R, 6, Artifact. Creature spells cost 2 more to play.

Fire Diamond 7th U, 2, Artifact. Fire Diamond comes into play tapped. Add R to your mana pool.

Flying Carpet 7th R, 4, Artifact, 2. Target creature gains flying until end of turn.

Grafted Skullcap 7th R, 4, Artifact. At the beginning of your draw step, draw a card. At the end of your turn, discard your hand.

Grapeshot Catapult 7th U, 4, Artifact Creature, 2/3. Grapeshot Catapult deals 1 damage to target creature with flying.

Howling Mine 7th R, 2, Artifact. At the beginning of each player's draw step, if Howling Mine is untapped, that player draws a card.

Iron Star 7th U, 1, Artifact. Whenever a player plays a red spell, you may pay 1. If you do, you gain 1 life.

Ivory Cup 7th U, 1, Artifact. Whenever a player plays a white spell, you may pay 1. If you do, you gain 1 life.

Jaium Tome 7th R, 3, Artifact, 2. Draw a card, then discard a card from your hand.

Jandor's Saddlebags 7th R, 2, Artifact, 3. Untap target creature.

Jayemdae Tome 7th R, 4, Artifact, 4. Draw a card.

Junk Golem OD R, 4, Artifact Creature - Golem, 0/0. Junk Golem comes into play with three +1/+1 counters on it. At the beginning of your upkeep, sacrifice Junk Golem unless you remove a +1/+1 counter from it. 1. Discard a card from your hand: Put a +1/+1 counter on Junk Golem.

Juntu Stakes IN R, 2, Artifact. Creatures with power 1 or less don't untap during their controllers' untap steps.

Legacy Weapon AP R, 7, Legendary Artifact. WUBRG: Remove target permanent from the game. If Legacy Weapon would be put into a graveyard from anywhere, reveal Legacy Weapon and shuffle it into its owner's library instead.

Limestone Golem OD U, 6, Artifact Creature - Golem, 3/4. 2. Sacrifice Limestone Golem: Target player draws a card.

Lotus Guardian IN R, 7, Artifact Creature, 4/4. Flying. Add one mana of any color to your mana pool.

Mana Cylinx PS U, 1, Artifact, 1. Add one mana of any color to your mana pool.

Marble Diamond 7th U, 2, Artifact. Marble Diamond comes into play tapped. Add W to your mana pool.

Mask of Intolerance AP R, 2, Artifact. At the beginning of each player's upkeep, if there are four or more basic land types among lands that player controls, Mask of Intolerance deals 3 damage to him or her.

Meekstone 7th R, 1, Artifact. Creatures with power 3 or greater don't untap during their controllers' untap steps.

Milikin OD R, 2, Artifact Creature, 0/1. Put the top card of your library into your graveyard: Add one colorless mana to your mana pool.

Millstone 7th R, 2, Artifact, 2. Target player puts the top two cards from his or her library into his or her graveyard.

Mirari OD R, 5, Legendary Artifact. Whenever you play an instant or sorcery spell, you may pay 3. If you do, put a copy of that spell onto the stack. You may choose new targets for that copy.

Moss Diamond 7th U, 2, Artifact. Moss Diamond comes into play tapped. Add C to your mana pool.

Mossfire Egg OD U, 1, Artifact, 2. Sacrifice Mossfire Egg: Add RG to your mana pool. Draw a card.

Otarian Juggernaut OD R, 4, Artifact Creature, 2/3. Otarian Juggernaut can't be blocked by Walls. Threshold - Otarian Juggernaut gets +3/+0 and attacks each turn if able.

Patagia Golem 7th U, 4, Artifact Creature - Golem, 2/3. 3. Patagia Golem gains flying until end of turn.

Pathtwork Gnomes OD U, 3, Artifact Creature - Gnome, 2/1. Discard a card from your hand: Regenerate Pathtwork Gnomes.

Phyrexian Altar IN R, 3, Artifact. Sacrifice a creature: Add one mana of any color to your mana pool.

Phyrexian Colossus 7th R, 7, Artifact Creature, 8/8. Phyrexian Colossus doesn't untap during your untap step. Pay 8 life: Untap Phyrexian Colossus. Phyrexian Colossus can't be blocked except by three or more creatures.

Phyrexian Hulk 7th U, 6, Artifact Creature, 5/4

Phyrexian Lens IN R, 3, Artifact. Pay 1 life: Add one mana of any color to your mana pool.

Pit Trap 7th U, 2, Artifact, 2. Sacrifice Pit Trap: Destroy target attacking creature without flying. It can't be regenerated.

Planar Portal IN R, 6, Artifact, 6. Search your library for a card and put that card into your hand. Then shuffle your library.

Power Armor IN U, 4, Artifact, 3. Target creature gets +1/+1 until end of turn for each basic land type among lands you control.

Rith, the Awakener IN U, 3RGW, Creature - Dragon Legend, 6/6. Flying. Whenever Rith, the Awakener deals combat damage to a player, you may pay 2G. If you do, choose a color. Put a 1/1 green Saproling creature token into play for each permanent of that color.

Rod of Ruin 7th U, 4, Artifact, 3. Rod of Ruin deals 1 damage to target creature or player.

Sandstone Deadfall OD U, 3, Artifact. Sacrifice two lands and Sandstone Deadfall: Destroy target attacking creature.

Seashell Cameo IN U, 3, Artifact. Add W or U to your mana pool.

Shadowblood Egg OD U, 1, Artifact, 2. Sacrifice Shadowblood Egg: Add BR to your mana pool. Draw a card.

Sisay's Ring 7th U, 4, Artifact. Add two colorless mana to your mana pool.

Sky Diamond 7th U, 2, Artifact. Sky Diamond comes into play tapped. Add U to your mana pool.

Skycloud Egg OD U, 1, Artifact, 2. Sacrifice Skycloud Egg: Add WU to your mana pool. Draw a card.

Skyship Weatherlight PS R, 4, Legendary Artifact. When Skyship Weatherlight comes into play, search your library for any number of artifact and/or creature cards and remove them from the game. Then shuffle your library. 4. Choose a card at random that was removed from the game with Skyship Weatherlight. Put that card into its owner's hand.

Soul Net 7th U, 1, Artifact. Whenever a creature is put into a graveyard, you may pay 1. If you do, you gain 1 life.

Sparring Golem IN U, 3, Artifact Creature - Golem, 2/2. Whenever Sparring Golem becomes blocked, it gets +1/+1 until end of turn for each creature blocking it.

Spellbook 7th U, 0, Artifact. You have no maximum hand size.

Star Compass PS U, 2, Artifact. Star Compass comes into play tapped. Add to your mana pool one mana of any color a basic land you control could produce.

Static Orb 7th R, 3, Artifact. If Static Orb is untapped, players can't untap more than two permanents during their untap steps.

Steamclaw OD U, 2, Artifact, 3. Remove target card in a graveyard from the game. 1. Sacrifice Steamclaw: Remove target card in a graveyard from the game.

Storm Cauldron 7th R, 5, Artifact. Each player may play an additional land during each of his or her turns. Whenever a land is tapped for mana, return it to its owner's hand.

Stratodon PS U, 10, Artifact Creature, 5/5. Stratodon costs 1 less to play for each basic land type among lands you control. Trample.

Sungrass Egg OD U, 1, Artifact, 2. Sacrifice Sungrass Egg: Add GW to your mana pool. Draw a card.

Teferi's Puzzle Box 7th U, 4, Artifact. At the beginning of each player's draw step, that player puts the cards in his or her hand on the bottom of his or her library in any order, then draws that many cards.

Tek IN R, 5, Artifact Creature - Dragon, 2/2. Tek gets +0/+2 as long as you control a plains, has flying as long as you control an island, gets +2/+0 as long as you control a swamp, has first strike as long as you control a mountain, and has trample as long as you control a forest.

Throne of Bones 7th U, 1, Artifact. Whenever a player plays a black spell, you may pay 1. If you do, you gain 1 life.

Tigereye Cameo IN U, 3, Artifact. Add G or W to your mana pool.

Treva's Attendant IN U, 5, Artifact Creature - Golem, 3/3. 1. Sacrifice Treva's Attendant: Add GWU to your mana pool.

Troll-Horn Cameo IN U, 3, Artifact. Add R or G to your mana pool.

Tsabo's Web IN R, 2, Artifact. When Tsabo's Web comes into play, draw a card. Lands with an activated ability that doesn't produce mana don't untap during their controllers' untap steps.

Urza's Filter IN R, 4, Artifact. Multicolored spells cost up to 2 less to play.

Wall of Spears 7th U, 3, Artifact Creature - Wall, 2/3. First strike.

Wooden Sphere 7th U, 1, Artifact. Whenever a player plays a green spell, you may pay 1. If you do, you gain 1 life.



BLACK

Abyssal Horror 7th R, 4BB, Creature - Horror, 2/2. Flying. When Abyssal Horror comes into play, target player discards two cards from his or her hand.

Abyssal Specter 7th U, 2BB, Creature - Specter, 2/3. Flying. Whenever Abyssal Specter deals damage to a player, that player discards a card from his or her hand.

Addle IN U, 1B, Sorcery. Choose a color. Target player reveals his or her hand, then you choose a card of that color from it. That player discards that card.

Afflict OD C, 2B, Instant. Target creature gets -1/-1 until end of turn. Draw a card.

Agonizing Demise IN C, 3B, Instant. Kicker 1R. Destroy target nonblack creature. It can't be regenerated. If you paid the kicker cost, Agonizing Demise deals damage equal to that creature's power to the creature's controller.

Agonizing Memories 7th U, 2BB, Sorcery. Look at target player's hand and choose two cards from it. Put them on top of that player's library in any order.

Andradite Leech IN R, 2B, Creature - Leech, 2/2. Black spells you play cost B more to play. B. Andradite Leech gets +1/+1 until end of turn.

Annihilate IN U, 3BB, Instant. Destroy target nonblack creature. It can't be regenerated. Draw a card.

Befoul 7th U, 2BB, Sorcery. Destroy target land or nonblack creature. It can't be regenerated.

Belowing Field 7th R, 4B, Creature - Spirit, 3/3. Flying. Whenever Belowing Field deals damage to a creature, Belowing Field deals 3 damage to that creature's controller and 3 damage to you.

Bereavement 7th U, 1B, Enchantment. Whenever a green creature is put into a graveyard, its controller discards a card from his or her hand.

Blood Pet 7th C, B, Creature - Thrull, 1/1. Sacrifice Blood Pet: Add B to your mana pool.

Bloodcurdler OD R, 1B, Creature - Horror, 1/1. Flying. At the beginning of your upkeep, put the top card of your library into your graveyard.

Bog Down PS C, 2B, Sorcery. Kicker - Sacrifice two lands. Target player discards two cards from his or her hand. If you paid the kicker cost, that player discards three cards from his or her hand instead.

Bog Imp 7th C, 1B, Creature - Imp, 1/1. Flying.

Bog Initiate IN C, 1B, Creature - Wizard, 1/1. 1: Add B to your mana pool.

Bog Wraith 7th U, 3B, Creature - Wraith, 3/3. Swampwalk.

Boneshard Slasher TR U, 1B, Creature - Horror, 1/1. Flying. Threshold - Boneshard Slasher gets +2/+2 and has "When Boneshard Slasher becomes the target of a spell or ability, sacrifice it."

Braids, Cabal Minion OD R, 2BB, Creature - Minion Legend, 2/2. At the beginning of each player's upkeep, that player sacrifices an artifact, creature, or land.

Buried Alive OD U, 2B, Sorcery. Search your library for up to three creature cards and put them into your graveyard. Then shuffle your library.

Cabal Inquisitor OD C, 1B, Creature - Minion, 1/1. Threshold - 1B. Remove two cards in your graveyard from the game: Target player discards a card from his or her hand. Play this ability only any time you could play a sorcery.

Cabal Patriarch OD R, 3BBB, Creature - Wizard Legend, 5/5. 2B. Sacrifice a creature: Target creature gets -2/-2 until end of turn. 2B. Remove a creature card in your graveyard from the game: Target creature gets -2/-2 until end of turn.

Cabal Ritual TR C, 1B, Instant. Add BBBB to your mana pool. Threshold - Instead add BBBB to your mana pool.

Cabal Shrine OD R, 1BB, Enchantment. Whenever a player plays a spell, that player discards X cards from his or her hand, where X is the number of cards in all graveyards with the same name as that spell.

Cabal Surgeon TR C, 2BB, Creature - Minion, 2/1. 2BB. Remove two cards in your graveyard from the game: Return target creature card from your graveyard to your hand.

Cabal Torturer TR C, 1BB, Creature - Minion, 1/1. B. Target creature gets -1/-1 until end of turn. Threshold - 3BB. Target creature gets -2/-2 until end of turn.

Carrión Rats TR C, 3B, Creature - Rat, 2/1. Whenever Carrión Rats attacks or blocks, any player may remove three cards in his or her graveyard from the game. If a player does, Carrión Rats deals no combat damage this turn.

Caustic Tar OD U, 4BB, Enchant Land. Enchanted land has "Target player loses 3 life."

Chainer, Dementia Master TR R, 3BB, Creature - Minion Legend, 3/3. All Nightmares get +1/+1. BBB. Pay 3 life: Put target creature card from a graveyard into play under your control. That creature is black and is a Nightmare in addition to its creature type. When Chainer, Dementia Master leaves play, remove all Nightmares from the game.

Chainer's Edict TR U, 1B, Sorcery. Target player sacrifices a creature. Flashback 5BB.

Childhood Horror OD U, 3B, Creature - Horror, 2/2. Flying. Threshold - Childhood Horror gets +2/+2 and can't block.

Coffin Purge OD C, B, Instant. Remove target card in a graveyard from the game. Flashback B.

Corrupt 7th C, B, Sorcery. Corrupt deals damage equal to the number of swamps you control to target creature or player. You gain life equal to the damage dealt this way.

Cremate IN U, B, Instant. Remove target card in a graveyard from the game. Draw a card.

Crippling Fatigue TR C, 1BB, Sorcery. Target creature gets -2/-2 until end of turn. Flashback - 1B. Pay 3 life.

Crypt Angel IN R, 4B, Creature - Angel, 3/3. Flying, protection from white. When Crypt Angel comes into play, return target blue or red creature card from your graveyard to your hand.

Crypt Creeper OD C, 1B, Creature - Zombie, 2/1. Sacrifice Crypt Creeper: Remove target card in a graveyard from the game.

Crypt Rats 7th U, 2B, Creature - Rat, 1/1. X: Crypt Rats deals X damage to each creature and each player. Spend only black mana this way.

Cursed Flesh IN C, B, Enchant Creature. Enchanted creature gets -1/-1 and can't be blocked except by artifact creatures and/or black creatures.

Cursed Monstrosity OD R, 4BB, Creature - Horror, 4/3. Flying. Whenever Cursed Monstrosity becomes the target of a spell or ability, sacrifice it unless you discard a land card from your hand.

Dakmor Lancer 7th U, 4BB, Creature - Knight, 3/3. When Dakmor Lancer comes into play, destroy target nonblack creature.

Dark Banishing 7th C, 2B, Instant. Destroy target nonblack creature. It can't be regenerated.

Dark Suspicions PS R, 2BB, Enchantment. At the beginning of each opponent's upkeep, that player loses 1 life for each card in his or her hand more than you have in your hand.

Darkest Hour 7th R, B, Enchantment. All creatures are black.

Dawn of the Dead TR R, 3BBB, Enchantment. At the beginning of your upkeep, you lose 1 life. At the beginning of your upkeep, you may return target creature card from your graveyard to play. That creature gains haste until end of turn. Remove it from the game at end of turn.

Deal Ringers AP C, 4B, Sorcery. Destroy two target nonblack creatures unless either one is a color the other isn't. They can't be regenerated.

Death Bomb PS C, 3B, Instant. As an additional cost to play Death Bomb, sacrifice a creature. Destroy target nonblack creature. It can't be regenerated. Its controller loses 2 life.

Decaying Soul OD R, 1BB, Enchantment. At the beginning of your upkeep, remove a card in your graveyard from the game. Threshold - Whenever a nontoken creature is put into your graveyard from play, you may pay 1. If you do, return that card to your hand.

Decompose OD U, 1B, Sorcery. Remove up to three target cards in a single graveyard from the game.

Defiling Tears IN U, 2B, Instant. Until end of turn, target creature becomes black, gets +1/-1, and gains "B: Regenerate this creature."

Desolation Angel AP R, 18, Sorcery. Name a card other than a basic land card. Then reveal the top seven cards of your library and put all of them with that name into your hand. Remove the rest from the game.

Desperate Research IN R, 18, Sorcery. Name a card other than a basic land card. Then reveal the top seven cards of your library and put all of them with that name into your hand. Remove the rest from the game.

Devouring Strossus IN R, 8BBB, Creature - Horror, 9/9. Flying, trample. At the beginning of your upkeep, sacrifice a creature. Sacrifice a creature: Regenerate Devouring Strossus.

Diabolic Intent PS U, 18, Sorcery. As an additional cost to play Diabolic Intent, sacrifice a creature. Search your library for a card and put that card into your hand. Then shuffle your library.

Diabolic Tutor OD U, 2BB, Sorcery. Search your library for a card and put that card into your hand. Then shuffle your library.

Dirty Wererat OD C, 3B, Creature - Minion Rat, 2/3. B. Discard a card from your hand. Regenerate Dirty Wererat. Threshold - Dirty Wererat gets +2/+2 and can't block.

Do or Die IN R, 18, Sorcery. Separate all creatures target player controls into two face-up piles. Destroy all creatures in the pile of that player's choice. They can't be regenerated.

Dredge IN U, B, Instant. Sacrifice a creature or land. Draw a card.

Dregs of Sorrow 7th R, 4BB, Sorcery. Destroy X target non-black creatures. Draw X cards.

Drudge Skeletons 7th C, 1B, Creature - Skeleton, 1/1. B. Regenerate Drudge Skeletons.

Duress 7th C, B, Sorcery. Target opponent reveals his or her hand. Choose a noncreature, nonland card from it. That player discards that card.

Dusk Imp OD C, 2B, Creature - Imp, 2/1. Flying.

Duskwalker IN C, B, Creature - Minion, 1/1. Kicker 3B. If you paid the kicker cost, Duskwalker comes into play with two +1/+1 counters on it and with "Duskwalker can't be blocked except by artifact creatures and/or black creatures."

Eastern Paladin 7th R, 2BB, Creature - Knight, 3/3. BB. Flying. Destroy target green creature.

Engineered Plague 7th U, 2B, Enchantment. As Engineered Plague comes into play, choose a creature type. All creatures of the chosen type get -1/-1.

Entomb OD R, B, Instant. Search your library for a card and put that card into your graveyard. Then shuffle your library.

Execute OD U, 2B, Instant. Destroy target white creature. It can't be regenerated. Draw a card.

Exotic Curse IN C, 2B, Enchant Creature. Enchanted creature gets -1/-1 for each basic land type among lands you control.

Exotic Disease PS U, 4B, Sorcery. Target player loses X life and you gain X life, where X is the number of basic land types among lands you control.

Face of Fear OD U, 5B, Creature - Horror, 3/4. 2B. Discard a card from your hand. Face of Fear can't be blocked this turn except by artifact creatures and/or black creatures.

Faceless Butcher TR C, 2BB, Creature - Nightmare Horror, 2/3. When Faceless Butcher comes into play, remove target creature other than Faceless Butcher from the game. When Faceless Butcher leaves play, return the removed card to play under its owner's control.

Fallen Angel 7th R, 3BB, Creature - Angel, 3/3. Flying. Sacrifice a creature: Fallen Angel gets +2/+1 until end of turn.

Famished Ghoul OD U, 3B, Creature - Zombie, 3/2. 1B. Sacrifice Famished Ghoul: Remove up to two target cards in a single graveyard from the game.

Fear 7th C, BB, Enchant Creature. Enchanted creature can't be blocked except by artifact creatures and/or black creatures.

Filthy Cur OD C, 1B, Creature - Hound, 2/2. Whenever Filthy Cur is dealt damage, you lose that much life.

Firescreamer IN R, 3B, Creature - Hawk, 2/2. R. Firescreamer gets +1/+0 until end of turn.

Fiedgling Imp OD C, 2B, Creature - Imp, 2/2. B. Discard a card from your hand. Fiedgling Imp gains flying until end of turn.

Foul Imp 7th U, 8BB, Creature - Imp, 2/2. Flying. When Foul Imp comes into play, you lose 2 life.

Foul Presence AP U, 2B, Enchant Creature. Enchanted creature gets -1/-1 and has "Target creature gets -1/-1 until end of turn."

Frightcrawler OD C, 1B, Creature - Horror, 1/1. Frightcrawler can't be blocked except by artifact creatures and/or black creatures. Threshold - Frightcrawler gets +2/+2 and can't block.

Fugue 7th U, 3BB, Sorcery. Target player discards three cards from his or her hand.

Ghastly Demise OD C, B, Instant. Destroy target nonblack creature if its toughness is less than or equal to the number of cards in your graveyard.

Giant Cockroach 7th C, 3B, Creature - Insect, 4/2.

Gloomdrifter TR U, 3B, Creature - Minion, 2/2. Flying. Threshold - When Gloomdrifter comes into play, nonblack creatures get -2/-2 until end of turn.

Goham Djinn IN U, 5B, Creature - Djinn, 5/5. 1B. Regenerate Goham Djinn. Goham Djinn gets -2/-2 as long as black is the most common color among all permanents or is tied for most common.

Grave Defiler AP U, 3B, Creature - Zombie, 2/1. When Grave Defiler comes into play, reveal the top four cards of your library. Put all Zombie cards revealed this way into your hand and the rest on the bottom of your library. 1B. Regenerate Grave Defiler.

Gravedigger 7th/OD C, 3B, Creature - Zombie, 2/2. When Gravedigger comes into play, you may return target creature card from your graveyard to your hand.

Gravegouger TR C, 2B, Creature - Nightmare Horror, 2/2. When Gravegouger comes into play, remove up to two target cards in a single graveyard from the game. When Gravegouger leaves play, return the removed cards to their owner's graveyard.

Gravestorm OD R, 8BB, Enchantment. At the beginning of your upkeep, target opponent may remove a card in his or her graveyard from the game. If that player doesn't, you may draw a card.

Greed 7th R, 3B, Enchantment. B. Pay 2 life: Draw a card.

Grotesque Hybrid TR U, 4B, Creature - Zombie, 3/3. Whenever Grotesque Hybrid deals combat damage to a creature, destroy that creature. It can't be regenerated. Discard a card from your hand: Grotesque Hybrid gains flying and protection from green and from white until end of turn.

Hate Weaver IN U, 1B, Creature - Wizard, 2/1. 2. Target blue or red creature gets +1/+0 until end of turn.

Haunting Echoes OD R, 3BB, Sorcery. Remove all cards in target player's graveyard other than basic land cards from the game. Search that player's library for all cards with the same name as cards removed this way and remove them from the game. Then that player shuffles his or her library.

Hint of Insanity OD R, 2B, Sorcery. Target player reveals his or her hand. That player discards from it all nonland cards with the same name as another card in his or her hand.

Hollow Dogs 7th C, 4B, Creature - Hound, 3/3. Whenever Hollow Dogs attacks, it gets +2/+0 until end of turn.

Howl from Beyond 7th C, XB, Instant. Target creature gets +X/+0 until end of turn.

Hypnotic Cloud IN C, 1B, Sorcery. Kicker 4. Target player discards a card from his or her hand. If you paid the kicker cost, that player discards three cards from his or her hand instead.

Hypnox TR R, 8BBB, Creature - Nightmare Horror, 8/8. Flying. When Hypnox comes into play, if you played it from your hand, remove all cards in target opponent's hand from the game. When Hypnox leaves play, return the removed cards to their owner's hand.

Ichorid TR R, 3BB, Creature - Horror, 3/1. Haste. At end of turn, sacrifice Ichorid. At the beginning of your upkeep, if Ichorid is in your graveyard, you may remove a black creature card in your graveyard other than Ichorid from the game. If you do, return Ichorid to play.

Infected Vermin OD U, 2B, Creature - Rat, 1/1. 2B. Infected Vermin deals 1 damage to each creature and each player. Threshold - 3B. Infected Vermin deals 3 damage to each creature and each player.

Infernal Contract 7th R, 8BB, Sorcery. Draw four cards. You lose half your life, rounded up.

Innocent Blood OD C, B, Sorcery. Each player sacrifices a creature.

Insidious Dreams TR R, 3B, Instant. As an additional cost to play Insidious Dreams, discard X cards from your hand. Search your library for X cards. Then shuffle your library and put those cards on top of it in any order.

Laquatus's Champion TR R, 4BB, Creature - Nightmare Horror, 6/3. When Laquatus's Champion comes into play, target player loses 6 life. When Laquatus's Champion leaves play, that player gains 6 life. B. Regenerate Laquatus's Champion.

Last Caress AP C, 2B, Sorcery. Target player loses 1 life and you gain 1 life. Draw a card.

Last Laugh TR R, 2BB, Enchantment. Whenever a permanent other than Last Laugh is put into a graveyard from play, Last Laugh deals 1 damage to each creature and each player. When no creatures are in play, sacrifice Last Laugh.

Last Rites OD C, 2B, Sorcery. Discard any number of cards from your hand. Target player reveals his or her hand, then you choose a nonland card from it for each card discarded this way. That player discards those cards.

Leshrac's Rite 7th U, B, Enchant Creature. Enchanted creature has swampwalk.

Looming Shade 7th C, 2B, Creature - Shade, 1/1. B. Looming Shade gets +1/+1 until end of turn.

Lord of the Undeath PS R, 1BB, Creature - Lord, 2/2. All Zombies get +1/+1. 1B. Flying. Return target Zombie card from your graveyard to your hand.

Maggot Carrier PS C, B, Creature - Zombie, 1/1. When Maggot Carrier comes into play, each player loses 1 life.

Malevolent Awakening OD U, 1BB, Enchantment. 1BB. Sacrifice a creature: Return target creature card from your graveyard to your hand.

Marauding Knight IN R, 2BB, Creature - Knight, 2/2. Protection from white. Marauding Knight gets +1/+1 for each plains your opponents control.

Megrim 7th U, 2B, Enchantment. Whenever an opponent discards a card from his or her hand, Megrim deals 2 damage to that player.

Mesmeric Fiend TR C, 1B, Creature - Nightmare Horror, 1/1. When Mesmeric Fiend comes into play, target opponent reveals his or her hand and you choose a nonland card from it. Remove that card from the game. When Mesmeric Fiend leaves play, return the removed card to its owner's hand.

Mind Burst OD C, 1B, Sorcery. Target player discards X cards from his or her hand, where X is one plus the number of cards named Mind Burst in all graveyards.

Mind Extraction AP C, 2B, Sorcery. As an additional cost to play Mind Extraction, sacrifice a creature. Target player reveals his or her hand and discards all cards of each of the sacrificed creature's colors from it.

Mind Rot 7th C, 2B, Sorcery. Target player discards two cards from his or her hand.

Mind Sludge TR U, 4B, Sorcery. Target player discards a card from his or her hand for each swamp you control.

Mindslicer OD R, 2BB, Creature - Horror, 4/3. When Mindslicer is put into a graveyard from play, each player discards his or her hand.

Morbid Hunger OD C, 4BB, Sorcery. Morbid Hunger deals 3 damage to target creature or player. You gain 3 life. Flashback 7BB.

Morgue Theft OD R, 1B, Sorcery. Return target creature card from your graveyard to your hand. Flashback 4B.

Morgue Toad PS C, 2B, Creature - Toad, 2/2. Sacrifice Morgue Toad: Add UR to your mana pool.

Mortal Combat TR R, 2BB, Enchantment. At the beginning of your upkeep, if twenty or more creature cards are in your graveyard, you win the game.

Mortiphobia TR U, 1BB, Enchantment. 1B. Discard a card from your hand: Remove target card in a graveyard from the game. 1B. Sacrifice Mortiphobia: Remove target card in a graveyard from the game.

Mortivore OD R, 2BB, Creature - Lhurgoyf, */*. Mortivore's power and toughness are each equal to the number of creature cards in all graveyards. B. Regenerate Mortivore.

Mournful Zombie AP C, 2B, Creature - Zombie, 2/1. W. Target player gains 1 life.

Mourning IN C, 1B, Enchant Creature. Enchanted creature gets -2/-0. B. Return Mourning to its owner's hand.

Mutilate TR R, 2BB, Sorcery. All creatures get -1/-1 until end of turn for each swamp you control.

Nantuko Shade TR R, BB, Creature - Insect Shade, 2/1. B. Nantuko Shade gets +1/+1 until end of turn.

Nausea 7th C, 1B, Sorcery. All creatures get -1/-1 until end of turn.

Necra Disciple AP C, B, Creature - Wizard, 1/1. G. Add one mana of any color to your mana pool. W. Prevent the next 1 damage that would be dealt to target creature or player this turn.

Necra Sanctuary AP U, 2B, Enchantment. At the beginning of your upkeep, if you control a green or white permanent, target player loses 1 life. If you control a green permanent and a white permanent, that player loses 3 life instead.

Necravolver AP R, 2B, Creature - Volver, 2/2. Kicker 1G and/or W. If you paid the 1G kicker cost, Necravolver comes into play with two +1/+1 counters on it and with trample. If you paid the W kicker cost, Necravolver comes into play with a +1/+1 counter on it and with "Whenever Necravolver deals damage, you gain that much life."

Necrologia 7th U, 3BB, Instant. Play Necrologia only during your end of turn step. As an additional cost to play Necrologia, pay an amount of life. Draw cards equal to the life paid this way.

Nefarious Lich OD R, 8BBB, Enchantment. If you would be dealt damage, remove that many cards in your graveyard from the game instead. If you can't, you lose the game. If you would gain life, draw that many cards instead. When Nefarious Lich leaves play, you lose the game.

Nightmare 7th R, 5B, Creature - Nightmare, */*. Flying. Nightmare's power and toughness are each equal to the number of swamps you control.

Nightscape Apprentice IN C, B, Creature - Wizard, 1/1. U. Put target creature you control on top of its owner's library. R. Target creature gains first strike until end of turn.

Nightscape Battlemage PS U, 2B, Creature - Wizard, 2/2. Kicker 2U and/or 2R. When Nightscape Battlemage comes into play, if you paid the 2U kicker cost, return up to two target nonblack creatures to their owners' hands. When Nightscape Battlemage comes into play, if you paid the 2R kicker cost, destroy target land.

Nightscape Familiar PS C, 1B, Creature - Zombie, 1/1. 1B. Blue spells and red spells you play cost 1 less to play. 1B. Regenerate Nightscape Familiar.

Nightscape Master IN R, 2BB, Creature - Wizard, 2/2. UU. Return target creature to its owner's hand. RR. Nightscape Master deals 2 damage to target creature.

Nocturnal Raid 7th U, 2BB, Instant. Black creatures get +2/+0 until end of turn.

Noxious Vapors PS U, 1BB, Sorcery. Each player reveals his or her hand and chooses one card of each color from it, then discards all other non-land cards from it.

Oppression 7th R, 1BB, Enchantment. Whenever a player plays a spell, that player discards a card from his or her hand.

Organ Grinder TR R, 2B, Creature - Zombie, 3/1. Flying. Remove three cards in your graveyard from the game: Target player loses 3 life.

Ostracize 7th C, B, Sorcery. Target opponent reveals his or her hand. Choose a creature card from it. That player discards that card.

Overeager Apprentice OD C, 2B, Creature - Minion, 1/2. Discard a card from your hand, Sacrifice Overeager Apprentice: Add BBB to your mana pool.

Painterbringer OD U, 2BB, Creature - Minion, 1/1. Flying. Remove any number of cards in your graveyard from the game: Target creature gets -X/-X until end of turn, where X is the number of cards removed this way.

Patriarch's Desire OD C, 3B, Enchant Creature. Enchanted creature gets +2/-2. Threshold - Enchanted creature gets an additional +2/-2.

Persecute 7th R, 2BB, Sorcery. Choose a color: Target player reveals his or her hand and discards all cards of that color from it.

Phyrexian Arena AP R, 1BB, Enchantment. At the beginning of your upkeep, you draw a card and you lose 1 life.

Phyrexian Battlefilies IN C, B, Creature - Insect, 0/1. Flying. B. Phyrexian Battlefilies gets +1/+0 until end of turn. This ability may be played no more than twice each turn.

Phyrexian Bloodstock PS C, 4B, Creature - Zombie, 3/3. When Phyrexian Bloodstock leaves play, destroy target white creature. It can't be regenerated.

Phyrexian Delver IN R, 3BB, Creature - Zombie, 3/2. When Phyrexian Delver comes into play, return target creature card from your graveyard to play. You lose life equal to that card's converted mana cost.

Phyrexian Gargantuan AP U, 4BB, Creature - Horror, 4/4. When Phyrexian Gargantuan comes into play, you draw two cards and you lose 2 life.

Phyrexian Infiltrator IN R, 2B, Creature - Minion, 2/2. 2UU. Exchange control of Phyrexian Infiltrator and target creature.

Phyrexian Rager AP C, 2B, Creature - Horror, 2/2. When Phyrexian Rager comes into play, you draw a card and you lose 1 life.

Phyrexian Reaper IN C, 4B, Creature - Zombie, 3/3. Whenever Phyrexian Reaper becomes blocked by a green creature, destroy that creature. It can't be regenerated.

Phyrexian Scuta PS R, 3B, Creature - Zombie, 3/3. Kicker - Pay 3 life. If you paid the kicker cost, Phyrexian Scuta comes into play with two +1/+1 counters on it.

Phyrexian Slayer IN C, 3B, Creature - Minion, 2/2. Flying. Whenever Phyrexian Slayer becomes blocked by a white creature, destroy that creature. It can't be regenerated.

Plague Beetle 7th C, B, Creature - Insect, 1/1. Swampwalk.

Plague Spitter IN U, 2B, Creature - Horror, 2/2. At the beginning of your upkeep, Plague Spitter deals 1 damage to each creature and each player. When Plague Spitter is put into a graveyard from play, Plague Spitter deals 1 damage to each creature and each player.

Planar Despair AP R, 3BB, Sorcery. All creatures get -1/-1 until end of turn for each basic land type among lands you control.

Planeswalker's Scorn PS R, 2B, Enchantment. 3B: Target opponent reveals a card at random in his or her hand. Target creature gets -X/-X until end of turn, where X is the revealed card's converted mana cost. Play this ability only any time you could play a sorcery.

Psychotic Haze TR C, 2BB, Instant. Psychotic Haze deals 1 damage to each creature and each player. Madness 1B.

Putrid Imp TR C, B, Creature - Zombie Imp, 1/1. Discard a card from your hand: Putrid Imp gains flying until end of turn. Threshold - Putrid Imp gets +1/+1 and can't block.

Quagmire Druid AP C, 2B, Creature - Zombie Druid, 2/2. G. Sacrifice a creature: Destroy target enchantment.

Rag Man 7th R, 2BB, Creature - Minion, 2/1. 8BB. Target opponent reveals his or her hand and discards a creature card at random from it. Play this ability only during your turn.

Raise Dead 7th C, B, Sorcery. Return target creature card from your graveyard to your hand.

Rancid Earth TR C, 1BB, Sorcery. Destroy target land. Threshold - Instead destroy that land and Rancid Earth deals 1 damage to each creature and each player.

Ravenous Rats IN C, 1B, Creature - Rat, 1/1. When Ravenous Rats comes into play, target opponent discards a card from his or her hand.

Razortooth Rats 7th C, 2B, Creature - Rat, 2/1. Razortooth Rats can't be blocked except by artifact creatures and/or black creatures.

Reckless Spite IN U, 1BB, Instant. Destroy two target non-black creatures. You lose 5 life.

Recover IN C, 2B, Sorcery. Return target creature card from your graveyard to your hand. Draw a card.

Repentant Vampire OD R, 3BB, Creature - Vampire, 3/3. Flying. Whenever a creature dealt damage by Repentant Vampire this turn is put into a graveyard, put a +1/+1 counter on Repentant Vampire. Threshold - Repentant Vampire is white and has "Destroy target black creature."

Reprocess 7th R, 2BB, Sorcery. Sacrifice any number of artifacts, creatures, and/or lands. Draw a card for each permanent sacrificed this way.

Restless Dreams TR C, B, Sorcery. As an additional cost to play Restless Dreams, discard X cards from your hand. Return X target creature cards from your graveyard to your hand.

Revenant 7th R, 4B, Creature - Spirit, */*. Flying. Revenant's power and toughness are each equal to the number of creature cards in your graveyard.

Rotting Giant OD U, 1B, Creature - Zombie Giant, 3/3. Whenever Rotting Giant attacks or blocks, sacrifice it unless you remove a card in your graveyard from the game.

Sadistic Hypnotist OD U, 3BB, Creature - Minion, 2/2. Sacrifice a creature: Target player discards two cards from his or her hand. Play this ability only any time you could play a sorcery.

Scathe Zombies 7th C, 2B, Creature - Zombie, 2/2.

Scavenged Weaponry IN C, 2B, Enchant Creature. When Scavenged Weaponry comes into play, draw a card. Enchanted creature gets +1/+1.

Screams of the Damned OD U, 3BB, Enchantment. 1B. Remove a card in your graveyard from the game. Screams of the Damned deals 1 damage to each creature and each player.

Sengir Vampire TR R, 3BB, Creature - Vampire, 4/4. Flying. Whenever a creature dealt damage by Sengir Vampire this turn is put into a graveyard, put a +1/+1 counter on Sengir Vampire.

Serpent Warrior 7th C, 2B, Creature - Soldier, 3/3. When Serpent Warrior comes into play, you lose 3 life.

Shade's Form TR C, 1BB, Enchant Creature. Enchanted creature has "B. This creature gets +1/+1 until end of turn." When enchanted creature is put into a graveyard, return that creature to play under your control.

Shambling Swarm TR R, 18BB, Creature - Horror, 3/3. When Shambling Swarm is put into a graveyard from play, distribute three -1/-1 counters among one, two, or three target creatures. Remove those counters at end of turn.

Shriek of Dread PS C, 1B, Instant. Target creature can't be blocked this turn except by artifact creatures and/or black creatures.

Sickening Dreams TR U, 1B, Sorcery. As an additional cost to play Sickening Dreams, discard X cards from your hand. Sickening Dreams deals X damage to each creature and each player.

Sinister Strength PS C, 1B, Enchant Creature. Enchanted creature gets +3/+1 and is black.

Skeletal Scrying OD U, XB, Instant. As an additional cost to play Skeletal Scrying, remove X cards in your graveyard from the game. You draw X cards and you lose X life.

Skull Fracture OD U, B, Sorcery. Target player discards a card from his or her hand. Flashback 3B.

Slay PS U, 2B, Instant. Destroy target green creature. It can't be regenerated. Draw a card.

Slitheer Stalker TR
U, 1BB, Creature - Nightmare Horror, 1/1. Swampwalk. When Slitheer Stalker comes into play, remove target green or white creature an opponent controls from the game. When Slitheer Stalker leaves play, return the removed card to play under its owner's control.

Soul Burn IN
C, 2B, Sorcery. Spend only black and/or red mana on X. Soul Burn deals X damage to target creature or player. You gain life equal to the damage dealt, but not more than the amount of B spent on X, the player's life total before Soul Burn dealt damage, or the creature's toughness.

Soul Feast 7th
U, 3BB, Sorcery. Target player loses 4 life and you gain 4 life.

Soul Scourge TR
C, 4B, Creature - Nightmare Horror, 3/2. Flying. When Soul Scourge comes into play, target player loses 3 life. When Soul Scourge leaves play, target player gains 3 life.

Spineless Thug 7th
C, 1B, Creature - Mercenary, 2/2. Spineless Thug can't block.

Spreading Plague IN
R, 4B, Enchantment. Whenever a creature comes into play, destroy all other creatures that share a color with it. They can't be regenerated.

Stalking Bloodsucker OD
R, 4BB, Creature - Vampire, 4/4. Flying, 1B. Discard a card from your hand. Stalking Bloodsucker gets +2/+2 until end of turn.

Strands of Night 7th
U, 2BB, Enchantment. BB, Pay 2 life. Sacrifice a swamp: Return target creature card from your graveyard to play.

Strength of Lunacy TR
U, 1B, Enchantment. Enchanted creature gets +2/+1 and has protection from white. Madness B

Stronghold Assassin 7th
R, 1BB, Creature - Assassin, 2/1. Sacrifice a creature: Destroy target nonblack creature.

Suppress AP
U, 2B, Sorcery. Target player removes all cards in his or her hand from the game face down. At the end of that player's next turn, that player returns those cards to his or her hand.

Tainted Aether 7th
R, 2BB, Enchantment. Whenever a creature comes into play, its controller sacrifices a creature or land.

Tainted Pact OD
R, 1B, Instant. Remove the top card of your library from the game. You may put that card into your hand unless it has the same name as another card removed this way. Repeat this process until you put a card into your hand or you remove two cards with the same name, whichever comes first.

Tainted Well IN
C, 2B, Enchant Land. When Tainted Well comes into play, draw a card. Enchanted land is a swamp.

Tombfire OD
R, 3, Sorcery. Target player removes all cards with flashback in his or her graveyard from the game.

Traveling Plague OD
R, 3BB, Enchant Creature. At the beginning of each player's upkeep, put a plague counter on Traveling Plague. Enchanted creature gets -1/-1 for each plague counter on Traveling Plague. When enchanted creature leaves play, that creature's controller returns Traveling Plague from its owner's graveyard to play.

Trench Wurm IN
U, 3B, Creature - Wurm, 3/3, 2R. Destroy target nonbasic land.

Tabso's Assassin IN
R, 2BB, Creature - Assassin, 1/1. Destroy target creature if it shares a color with the most common color among all permanents or the color tied for most common. A creature destroyed this way can't be regenerated.

Tabso's Decree IN
R, 5B, Instant. Choose a creature type. Target player reveals his or her hand and discards all creature cards of that type from it. Then destroy all creatures of that type that player controls. They can't be regenerated.

Twilight's Call IN
R, 4BB, Sorcery. You may play Twilight's Call any time you could play an instant if you pay 2 more to play it. Each player returns all creature cards from his or her graveyard to play.

Unhinge TR
C, 2B, Sorcery. Target player discards a card from his or her hand. Draw a card.

Unholy Strength 7th
C, B, Enchant Creature. Enchanted creature gets +2/+1.

Urborg Emmissary IN
C, U, 2BB, Creature - Wizard, 3/1. Kicker 1U. When Urborg Emmissary comes into play, if you paid the kicker cost, return target permanent to its owner's hand.

Urborg Phantom IN
C, 2B, Creature - Minion, 3/1. Urborg Phantom can't block. U: Prevent all combat damage that would be dealt to and dealt by Urborg Phantom this turn.

Urborg Shambler IN
U, 2BB, Creature - Horror, 4/3. All other black creatures get -1/-1.

Urborg Skeleton IN
C, B, Creature - Skeleton, 0/1. Kicker 3. B: Regenerate Urborg Skeleton. If you paid the kicker cost, Urborg Skeleton comes into play with a +1/+1 counter on it.

Urborg Uprising AP
C, 4B, Sorcery. Return up to two target creature cards from your graveyard to your hand. Draw a card.

Volcano Imp PS
C, 3B, Creature - Imp, 2/2. Flying, 1R. Volcano Imp gains first strike until end of turn.

Wall of Bone 7th
U, 2B, Creature - Wall, 1/4. B: Regenerate Wall of Bone.

Warped Devotion PS
U, 2B, Enchantment. Whenever a permanent is returned to a player's hand, that player discards a card from his or her hand.

Waste Away TR
C, 4B, Instant. As an additional cost to play Waste Away, discard a card from your hand. Target creature gets -5/-5 until end of turn.

Western Paladin 7th
R, 2BB, Creature - Knight, 3/3. BB: Destroy target white creature.

Whispering Shade OD
C, 3B, Creature - Shade, 1/1. Swampwalk. B: Whispering Shade gets +1/+1 until end of turn.

Yawgmoth's Agenda IN
R, 3BB, Enchantment. Play no more than one spell each turn. You may play cards in your graveyard as though they were in your hand. If a card would be put into your graveyard from anywhere, remove it from the game instead.

Yawgmoth's Edict 7th
U, 1B, Enchantment. Whenever an opponent plays a white spell, that player loses 1 life and you gain 1 life.

Zombie Assassin OD
C, 4B, Creature - Zombie Assassin, 3/2. Remove two cards in your graveyard and Zombie Assassin from the game. Destroy target nonblack creature. It can't be regenerated.

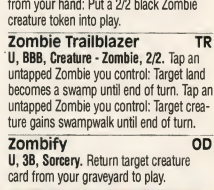
Zombie Boa AP
C, 4B, Creature - Zombie Snake, 3/3. 1B: Choose a color. Whenever Zombie Boa becomes blocked by a creature of that color this turn, destroy that creature. Play this ability only any time you could play a sorcery.

Zombie Cannibal OD
C, B, Creature - Zombie, 1/1. Whenever Zombie Cannibal deals combat damage to a player, you may remove target card from that player's graveyard from the game.

Zombie Infestation OD
U, 1B, Enchantment. Discard two cards from your hand; put a 2/2 black Zombie creature token into play.

Zombie Trailblazer TR
U, 3BB, Creature - Zombie, 2/2. Tap an untapped Zombie you control: Target land becomes a swamp until end of turn. Tap an untapped Zombie you control: Target creature gains swampwalk until end of turn.

Zombify OD
U, 3BB, Sorcery. Return target creature card from your graveyard to play.



Aboshan, Cephalid Emperor OD
R, 4UU, Creature - Cephalid Legend, 3/3. Tap an untapped Cephalid you control: Tap target permanent. UUU: Tap all creatures without flying.

Aboshan's Desire OD
C, U, Enchant Creature. Enchanted creature has flying. Threshold - Enchanted creature can't be the target of spells or abilities.

Aether Burst OD
C, 1U, Instant. Return up to X target creatures to their owners' hands, where X is one plus the number of cards named Aether Burst in all graveyards as you play Aether Burst.

Air Elemental 7th
U, 3U, Creature - Elemental, 4/4. Flying

Allied Strategies PS
U, 4U, Sorcery. Target player draws a card for each basic land type among lands he or she controls.

Alter Reality TR
R, 1U, Instant. Change the text of target permanent or spell by replacing all instances of one color word with another. Flashback 1U

Ambassador Laquatus TR
R, 1UU, Creature - Merfolk Legend, 1/3. 3: Target player puts the top three cards of his or her library into his or her graveyard.

Amugaba OD
R, 5UU, Creature - Illusion, 6/6. Flying, 2U. Discard a card from your hand: Return Amugaba to its owner's hand.

Ancestral Memories 7th
R, 2UUU, Sorcery. Look at the top seven cards of your library. Put two of them into your hand and the rest into your graveyard.

Aquamoeba TR
C, 1U, Creature - Beast, 1/3. Discard a card from your hand. Switch Aquamoeba's power and toughness until end of turn.

Arcane Laboratory 7th
U, 2U, Enchantment. Each player can't play more than one spell each turn.

Archivist 7th
R, 2UU, Creature - Wizard, 1/1. Draw a card.

Arctic Merfolk PS
C, 1U, Creature - Merfolk, 1/1. Kicker - Return a creature you control to its owner's hand. If you paid the kicker cost, Arctic Merfolk comes into play with a +1/+1 counter on it.

Aura Graft OD
U, 1U, Instant. Gain control of target enchantment that enchanting a permanent. Move that enchantment to another permanent it can enchant.

Aven Fisher OD
C, 3U, Creature - Bird Soldier, 2/2. Flying. When Aven Fisher is put into a graveyard from play, you may draw a card.

Aven Smokeweaver OD
U, 2UU, Creature - Bird Soldier, 2/3. Flying, protection from red

Aven Windreader OD
C, 3UU, Creature - Bird Soldier Wizard, 3/3. Flying, 1U: Target player reveals the top card of his or her library.

Baleful Stare 7th
U, 2U, Sorcery. Target opponent reveals his or her hand. You draw a card for each mountain and red card in it.

Balshan Beguiler OD
U, 2U, Creature - Wizard, 1/1. Whenever Balshan Beguiler deals combat damage to a player, that player reveals the top two cards of his or her library. You choose one of those cards and put it into his or her graveyard.

Balshan Collaborator TR
U, 3U, Creature - Bird Soldier, 2/2. Flying. B: Balshan Collaborator gets +1/+1 until end of turn.

Balshan Griffin IN
U, 3UU, Creature - Griffin, 3/2. Flying, 1U. Discard a card from your hand: Return Balshan Griffin to its owner's hand.

Bamboozle OD
U, 2U, Sorcery. Target player reveals the top four cards of his or her library. You choose two of those cards and put them into his or her graveyard. Put the rest on top of his or her library in any order.

Barrin's Unmaking IN
C, 1U, Instant. Return target permanent to its owner's hand if that permanent shares a color with the most common color among all permanents or the color tied for most common.

Battle of Wits OD
R, 3UU, Enchantment. At the beginning of your upkeep, if you have 20 or more cards in your library, you win the game.

Benthic Behemoth 7th
R, 5UUU, Creature - Serpent, 7/6. Islandwalk

Blind Seer IN
R, 2UU, Creature - Legend, 3/3. 1U: Target spell or permanent becomes the color of your choice until end of turn.

Boomerang 7th
C, 3UU, Instant. Return target permanent to its owner's hand.

Breaking Wave IN
R, 2UU, Sorcery. You may play Breaking Wave any time you could play an instant if you pay 2 more to play it. Simultaneously untap all tapped creatures and tap all untapped creatures.

Breakthrough TR
U, XU, Sorcery. Draw four cards, then choose X cards in your hand and discard the rest from it.

Careful Study OD
C, U, Sorcery. Draw two cards, then discard two cards from your hand.

Cephalid Aristocrat TR
C, 4U, Creature - Cephalid, 3/3. Whenever Cephalid Aristocrat becomes the target of a spell or ability, put the top two cards of your library into your graveyard.

Cephalid Broker OD
U, 3U, Creature - Cephalid, 2/2. Target player draws two cards, then discards two cards from his or her hand.

Cephalid Illusionist TR
U, 1U, Creature - Cephalid Wizard, 1/1. Whenever Cephalid Illusionist becomes the target of a spell or ability, put the top three cards of your library into your graveyard.

Cephalid Looter OD
C, 2U, Creature - Cephalid, 2/1. Target player draws a card, then discards a card from his or her hand.

Cephalid Retainer OD
R, 2UU, Creature - Cephalid, 2/3. UU: Tap target creature without flying.

Cephalid Sage TR
U, 3U, Creature - Cephalid, 2/3. Threshold - When Cephalid Sage comes into play, draw three cards, then discard two cards from your hand.

Cephalid Scout OD
C, 1U, Creature - Cephalid Wizard, 1/1. Flying, 2U: Sacrifice a land: Draw a card.

Cephalid Shrine OD
R, 1UU, Enchantment. Whenever a player plays a spell, counter that spell unless that player pays X, where X is the number of cards in all graveyards with the same name as the spell.

Cephalid Snitch TR
C, 1U, Creature - Cephalid Wizard, 1/1. Sacrifice Cephalid Snitch: Target creature loses protection from black until end of turn.

Cephalid Vandal TR
R, 1U, Creature - Cephalid, 1/1. At the beginning of your upkeep, put a shred counter on Cephalid Vandal. Then put the top card of your library into your graveyard for each shred counter on Cephalid Vandal.

Ceta Disciple AP
C, U, Creature - Wizard, 1/1, R: Target creature gets +2/+0 until end of turn. G: Add one mana of any color to your mana pool.

Ceta Sanctuary AP
U, 2U, Enchantment. At the beginning of your upkeep, if you control a red or green permanent, draw a card, then discard a card from your hand. If you control a red permanent and a green permanent, instead draw two cards, then discard a card from your hand.

Cetavoiver AP
R, 1U, Creature - Volker, 1/1. Kicker 1R and/or G. If you paid the 1R kicker cost, Cetavoiver comes into play with two +1/+1 counters on it and with first strike. If you paid the G kicker cost, Cetavoiver comes into play with a +1/+1 counter on it and with trample.

Chamber of Manipulation OD
U, 2UU, Enchant Land. Enchanted land has "Discard a card from your hand: Gain control of target creature until end of turn."

Churning Eddy TR
C, 3U, Sorcery. Return target creature and target land to their owners' hands.

Circular Logic TR
U, 2U, Instant. Counter target spell unless its controller pays 1 for each card in your graveyard. Madness U

Coastal Drake AP
C, 2U, Creature - Drake, 2/1. Flying, 1U. Return target Kavu to its owner's hand.

Cognivore OD
R, 6UU, Creature - Lhurgoyf, 7/7. Flying. Cognivore's power and toughness are each equal to the number of instant cards in all graveyards.

Collective Restraint IN
R, 3U, Enchantment. Creatures can't attack you unless their controller pays X for each creature attacking you, where X is the number of basic land types among lands you control.

Compulsion TR
U, 1U, Enchantment. 1U, Discard a card from your hand: Draw a card. 1U, Sacrifice Compulsion: Draw a card.

Concentrate OD
U, 2UU, Sorcery. Draw three cards.

Confiscate 7th
U, 4UU, Enchant Permanent. You control enchanted permanent.

Confound PS
C, 1U, Instant. Counter target spell that targets one or more creatures. Draw a card.

Coral Merfolk 7th
C, 1U, Creature - Merfolk, 2/1

Coral Net TR
C, U, Enchant Creature. Coral Net can enchant only a green or white creature. Enchanted creature has "At the beginning of your upkeep, sacrifice this creature unless you discard a card from your hand."

Counterspell 7th
C, UU, Instant. Counter target spell.

Crystal Spray IN
R, 2U, Instant. Change the text of target spell or permanent by replacing all instances of one color word or basic land type with another until end of turn. Draw a card.

Cultural Exchange OD
R, 4UU, Sorcery. Choose any number of creatures target player controls. Choose the same number of creatures another target player controls. Those players exchange control of those creatures.

Daring Apprentice 7th
R, 1UU, Creature - Wizard, 1/1. Sacrifice Daring Apprentice: Counter target spell.

Deep Analysis TR
C, 3U, Sorcery. Target player draws two cards. Flashback - 1U, Pay 3 life.

Deflection 7th
R, 3U, Instant. Change the target of target spell with a single target.

Deluge OD
U, 2U, Instant. Tap all creatures without flying.

Delusions of Mediocrity 7th
R, 3U, Enchantment. When Delusions of Mediocrity comes into play, you gain 10 life. When Delusions of Mediocrity leaves play, you lose 10 life.

Dematerialize OD
C, 3U, Sorcery. Return target permanent to its owner's hand. Flashback 3UU.

Disrupt IN
U, 1U, Instant. Counter target instant or sorcery spell unless its controller pays 1. Draw a card.

Distorting Wake IN
R, XUUU, Sorcery. Return X target nonland permanents to their owners' hands.

Divert OD
R, 1U, Instant. Change the target of target spell with a single target unless that spell's controller pays 2.

Drainu's Pet PS
R, 1UU, Creature - Shapeshifter, 2/2. Kicker - 2B. Discard a creature card from your hand. If you paid the kicker cost, Drainu's Pet has flying and comes into play with X +1/+1 counters on it, where X is the discarded card's converted mana cost.

Dream Thrush IN
C, 1U, Creature - Bird, 1/1. Flying. Target land's type becomes the basic land type of your choice until end of turn.

Dreamwinder OD
C, 3U, Creature - Serpent, 4/3. Dreamwinder can't attack unless defending player controls an island. U, Sacrifice an island: Target land becomes an island until end of turn.

Empress Galina IN
R, 3UU, Creature - Legend, 1/3. UU: Gain control of target Legend or legendary permanent.

Equilibrium 7th
R, 1UU, Enchantment. Whenever you play a creature spell, you may pay 1. If you do, return target creature to its owner's hand.

Eternal Trickery PS
U, 1U, Instant. Counter target spell if a kicker cost was paid for it.

Escape Artist OD
C, 1U, Creature - Wizard, 1/1. Escape Artist is unblockable. U, Discard a card from your hand: Return Escape Artist to its owner's hand.

Escape Routes PS
C, 2U, Enchantment. 2U: Return target white or black creature you control to its owner's hand.

Essence Leak IN
U, U, Enchant Permanent. If enchanted permanent is red or green, it has "At the beginning of your upkeep, sacrifice this permanent unless you pay its mana cost."

Evacuation 7th
R, 3UU, Instant. Return all creatures to their owners' hands.

Evasive Action AP
U, 1U, Instant. Counter target spell unless its controller pays 1 for each basic land type among lands you control.

Exclude IN
C, 2U, Instant. Counter target creature spell. Draw a card.

Extract OD
R, U, Sorcery. Search target player's library for a card and remove that card from the game. Then that player shuffles his or her library.

Fact or Fiction IN
U, 3U, Instant. Reveal the top five cards of your library. An opponent separates those cards into two face-up piles. Put one pile into your hand and the other into your graveyard.

Faerie Squadron IN
C, U, Creature - Faerie, 1/1. Kicker 3U. If you paid the kicker cost, Faerie Squadron comes into play with two +1/+1 counters on it and with flying.

False Memories TR
R, 1U, Instant. Put the top seven cards of your library into your graveyard. At end of turn, remove seven cards in your graveyard from the game.

Fervent Denial OD
U, 3UU, Instant. Counter target spell. Flashback 5UU

Fighting Drake 7th
U, 2UU, Creature - Drake, 2/4. Flying

Fleeting Image 7th
R, 2U, Creature - Illusion, 2/1. Flying, 1U: Return Fleeting Image to its owner's hand.

Flight 7th
C, U, Enchant Creature. Enchanted creature has flying.

Force Spike 7th
C, U, Instant. Counter target spell unless its controller pays 1.

Gainsay PS
U, 1U, Instant. Counter target blue spell.

Ghostly Wings TR
C, 1U, Enchant Creature. Enchanted creature gets +1/+1 and has flying. Discard a card from your hand: Return enchanted creature to its owner's hand.

Giant Octopus 7th
C, 3U, Creature - Octopus, 3/3

Glacial Wall 7th
U, 2U, Creature - Wall, 0/7

Hibernation 7th
U, 2U, Instant. Return all green permanents to their owners' hands.

Horned Turtle 7th
C, 2U, Creature - Turtle, 1/4

Hunting Drake PS
C, 4U, Creature - Drake, 2/2. Flying. When Hunting Drake comes into play, put target red or green creature on top of its owner's library.

Hydromorph Guardian TR
C, 2U, Creature - Guardian, 2/2. Sacrifice Hydromorph Guardian: Counter target spell that targets one or more creatures you control.

Hydromorph Gull TR
U, 3UU, Creature - Bird Guardian, 3/3. Flying, U: Sacrifice Hydromorph Gull: Counter target spell that targets one or more creatures you control.

Ice Cave AP
R, 3UU, Enchantment. Whenever a player plays a spell, any other player may pay that spell's mana cost. If a player does, counter the spell.

Immobilizing Ink OD
C, 1U, Enchant Creature. Enchanted creature doesn't untap during its controller's upkeep step. Enchanted creature has "1. Discard a card from your hand: Untap this creature."

Index AP
C, U, Sorcery. Look at the top five cards of your library, then put them back in any order.

Inspiration 7th
C, 3U, Instant. Target player draws two cards.

Jaded Response AP
C, 1U, Instant. Counter target spell if it shares a color with your creature, 2/2.

Jilt AP
C, 1U, Instant. Kicker 1R. Return target creature to its owner's hand. If you paid the kicker cost, Jilt deals 2 damage to another target creature.

Laquatus's Creativity OD
U, 4U, Sorcery. Target player draws cards equal to the number of cards in his or her hand, then discards that many cards from it.

Levitation 7th
U, 2UU, Enchantment. Creatures you control have flying.

Liquify TR
C, 2U, Instant. Counter target spell with converted mana cost 3 or less. If it's countered this way, remove it from the game instead of putting it into its owner's graveyard.

Living Airship AP
C, 3U, Creature - Ship, 2/3. Flying, 2G: Regenerate Living Airship.



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Lawan, Cephalid Empress TR

R, 3U, **Creation - Cephalid Legend, 2/3.** When Lawan, Cephalid Empress comes into play, return all blue creatures your opponents control to their owners' hands. Your opponents can't play blue creature spells.

Lord of Atlantis 7th
R, U, **Creation - Lord, 2/2.** All Merfolk get +1/+1 and have Islandwalk.

Mahamoti Djinn 7th
R, 4UU, **Creation - Djinn, 5/6.** Flying

Mana Breach 7th
U, 2U, **Enchantment.** Whenever a player plays a spell, that player returns a land he or she controls to its owner's hand.

Mana Maze IN
R, 1U, **Enchantment.** Players can't play spells that share a color with the spell last played this turn.

Mana Short 7th
R, 2U, **Instant.** Tap all lands target player controls and empty his or her mana pool.

Manipulate Fate IN
U, 1U, **Sortcery.** Search your library for three cards, remove them from the game, then shuffle your library. Draw a card.

Mawcor 7th
R, 3UU, **Creation - Beast, 3/3.** Flying. Mawcor deals 1 damage to target creature or player.

Memory Lapse 7th
C, 1U, **Instant.** Counter target spell. If you do, put it on top of its owner's library instead of into that player's graveyard.

Merfolk Looter 7th
U, 1U, **Creation - Merfolk, 1/1.** Draw a card, then discard a card from your hand.

Merfolk of the Pearl Trident 7th
C, U, **Creation - Merfolk, 1/1**

Metathran Aerostat IN
R, 2UU, **Creation - Ship, 2/2.** Flying. XU. You may put a creature card with converted mana cost X from your hand into play. If you do, return Metathran Aerostat to its owner's hand.

Metathran Transport IN
U, 1UU, **Creation - Ship, 1/3.** Flying. Metathran Transport can't be blocked by blue creatures. U: Target creature becomes blue until end of turn.

Metathran Zombie IN
C, 1U, **Creation - Zombie, 1/1.** B. Regenerate Metathran Zombie.

Obsessive Search TR
C, U, **Instant.** Draw a card. Madness U

Opportunity 7th
U, 4UU, **Instant.** Target player draws four cards.

Opposition 7th
R, 2UU, **Enchantment.** Tap an untapped creature you control. Tap target artifact, creature, or land.

Opt IN
C, U, **Instant.** Look at the top card of your library. You may put that card on the bottom of your library. Draw a card.

Patron Wizard OD
R, 3UU, **Creation - Wizard, 2/2.** Tap an untapped Wizard you control. Counter target spell unless its controller pays 1.

Pedantic Learning OD
R, U, **Enchantment.** Whenever a land card is put into your graveyard from your library, you may pay 1. If you do, draw a card.

Peek OD
C, U, **Instant.** Look at target player's hand. Draw a card.

Persuasion OD
R, 3UU, **Enchantment.** You control enchanted creature.

Phantasmal Terrain IN
C, UU, **Enchantment.** As Phantasmal Terrain comes into play, choose a basic land type. Enchanted land's type is the chosen type.

Phantom Warrior 7th
U, 1UU, **Creation - Illusion, 2/2.** Phantom Warrior is unblockable.

Phantom Whelp OD
C, 1U, **Creation - Hound, 2/2.** When Phantom Whelp attacks or blocks, return it to its owner's hand at end of combat.

Plagiarize TR
R, 3U, **Instant.** Until end of turn, if target player would draw a card, instead that player skips that draw and you draw a card.

Planar Overlay PS
R, 2U, **Sortcery.** Each player chooses a land he or she controls of each basic land type. Return those lands to their owners' hands.

Planeswalker's Mischief PS
R, 2U, **Enchantment.** 3U: Target opponent reveals a card at random in his or her hand. If it's an instant or sorcery card, remove it from the game. As long as it remains removed from the game, you may play it as though it were in your hand without paying its mana cost. If it has X in its mana cost, X is 0. At end of turn, if you

haven't played it, return it to its owner's hand. Play this ability only any time you could play a sorcery.

Possessed Aven TR
R, 2UU, **Creation - Bird Soldier Horror, 3/3.** Flying. Threshold - Possessed Aven gets +1/+1. Is black, and has "2B, Destroy target blue creature."

Predict OD
U, 1U, **Instant.** Name a card, then put the top card of target player's library into his or her graveyard. If that card is the named card, you draw two cards. Otherwise, you draw a card.

Probe IN
C, 2U, **Sortcery.** Kicker 1B. Draw three cards, then discard two cards from your hand. If you paid the kicker cost, target player discards two cards from his or her hand.

Prodigal Sorcerer 7th
C, 2U, **Creation - Wizard, 1/1.** Prodigal Sorcerer deals 1 damage to target creature or player.

Prohibit IN
C, 1U, **Instant.** Kicker 2. Counter target spell if its converted mana cost is 2 or less. If you paid the kicker cost, counter that spell if its converted mana cost is 4 or less.

Psionic Gift OD
C, 1U, **Enchantment.** Enchanted creature has "2U: This creature deals 1 damage to target creature or player."

Psychic Battle IN
R, 3UU, **Enchantment.** Whenever a player chooses one or more targets, each player reveals the top card of his or her library. The player who reveals the card with the highest converted mana cost may change the target or targets. If two or more cards are tied for highest cost, the target or targets remain unchanged. Changing targets this way doesn't trigger this ability.

Pulsating Illusion OD
U, 4U, **Creation - Illusion, 0/1.** Flying. Discard a card from your hand. Pulsating Illusion gets +4/+4 until end of turn. Play this ability only once each turn.

Puppeteer OD
C, 1U, **Creation - Wizard, 1/2.** U: Tap or untap target creature.

Rainbow Crow IN
R, 3UU, **Creation - Bird, 2/2.** Flying. 1: Rainbow Crow becomes the color of your choice until end of turn.

Reef Shaman AP
C, U, **Creation - Merfolk, 0/2.** Target land's type becomes the basic land type of your choice until end of turn.

Remove Soul 7th
C, 1U, **Instant.** Counter target creature spell.

Repel OD
C, 3U, **Instant.** Put target creature on top of its owner's library.

Repulse IN
C, 2U, **Instant.** Return target creature to its owner's hand. Draw a card.

Retraced Image TR
R, U, **Sortcery.** Reveal a card in your hand, then put that card into play if it has the same name as a permanent in play.

Rites of Refusal OD
C, 1U, **Instant.** Discard any number of cards from your hand. Counter target spell unless its controller pays 3 for each card discarded this way.

Rushing River PS
C, 2U, **Instant.** Kicker - Sacrifice a land. Return target nonland permanent to its owner's hand. If you paid the kicker cost, return another target nonland permanent to its owner's hand.

Sage Owl 7th
U, 1U, **Creation - Bird, 1/1.** Flying. When Sage Owl comes into play, look at the top four cards of your library, then put them back in any order.

Sapphire Leech IN
R, 1U, **Creation - Leech, 2/2.** Flying. Blue spells you play cost U more to play.

Scrivener OD
C, 4U, **Creation - Townsfolk, 2/2.** When Scrivener comes into play, you may return target instant card from your graveyard to your hand.

Sea Monster 7th
C, 4UU, **Creation - Serpent, 6/6.** Sea Monster can't attack unless defending player controls an island.

Sea Snidd PS
C, 4U, **Creation - Beast, 3/3.** Target land's type becomes the basic land type of your choice until end of turn.

Shifting Sky PS
U, 2U, **Enchantment.** As Shifting Sky comes into play, choose a color. All nonland permanents are the chosen color.

Shifty Doppelganger OD
R, 2U, **Creation - Shapeshifter, 1/1.** 3U. Remove Shifty Doppelganger from the game. Put a creature card from your hand into play. That creature gains haste until end of turn. At end of turn, sacrifice that creature. If you do, return Shifty Doppelganger to play.

Shimmering Mirage AP
C, 1U, **Instant.** Target land's type becomes the basic land type of your choice until end of turn. Draw a card.

Shimmering Wings IN
C, U, **Enchantment.** Enchanted creature has flying. U: Return Shimmering Wings to its owner's hand.

Shoreline Raider IN
C, 2U, **Creation - Merfolk, 2/2.** Protection from Kavu

Sisay's Ingenuity PS
C, U, **Enchantment.** When Sisay's Ingenuity comes into play, draw a card. Enchanted creature has "2U: Target creature becomes the color of your choice until end of turn."

Sky Weaver IN
U, 1U, **Creation - Wizard, 2/1.** 2: Target white or black creature gains flying until end of turn.

Skywing Aven TR
C, 2U, **Creation - Bird Soldier, 2/1.** Flying. Discard a card from your hand. Return Skywing Aven to its owner's hand.

Sleeping Potion PS
C, 1U, **Enchantment.** When Sleeping Potion comes into play, tap enchanted creature. Enchanted creature doesn't untap during its controller's untap step. When enchanted creature becomes the target of a spell or ability, sacrifice Sleeping Potion.

Sleight of Hand 7th
C, U, **Sortcery.** Look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library.

Standstill OD
U, 1U, **Enchantment.** When a player plays a spell, sacrifice Standstill. If you do, each of that player's opponents draws three cards.

Steal Artifact 7th
U, 2UU, **Enchantment.** You control enchanted artifact.

Storm Crow 7th
C, 1U, **Creation - Bird, 1/2.** Flying

Stormscape Apprentice IN
R, 3UU, **Creation - Wizard, 1/1.** W, W. Target creature. B. Target player loses 1 life.

Stormscape Battlemage PS
U, 2U, **Creation - Wizard, 2/2.** Kicker W and/or 2B. When Stormscape Battlemage comes into play, if you paid the W kicker cost, you gain 3 life. When Stormscape Battlemage comes into play, if you paid the 2B kicker cost, destroy target nonblack creature. That creature can't be regenerated.

Stormscape Familiar PS
C, 1U, **Creation - Bird, 1/1.** Flying. White spells and black spells you play cost 1 less to play.

Stormscape Master IN
R, 2UU, **Creation - Wizard, 2/2.** WW. Target creature gains protection from the color of your choice until end of turn. BB. Target player loses 2 life and you gain 2 life.

Stupefying Touch TR
U, 1U, **Enchantment.** When Stupefying Touch comes into play, draw a card. Enchanted creature's activated abilities can't be played.

Sunken Hope PS
R, 3UU, **Enchantment.** At the beginning of each player's upkeep, that player returns a creature he or she controls to its owner's hand.

Sway of Illusion IN
U, 1U, **Instant.** Any number of target creatures become the color of your choice until end of turn. Draw a card.

Synocate OD
C, XU, **Instant.** Counter target spell unless its controller pays X. If that spell is countered this way, remove it from the game instead of putting it into its owner's graveyard.

Teferi's Response IN
R, 1U, **Instant.** Counter target spell or ability an opponent controls that targets a land you control. If a permanent's ability is countered this way, destroy that permanent. Draw two cards.

Telepathic Spies 7th
C, 2U, **Creation - Wizard, 2/2.** When Telepathic Spies comes into play, look at target opponent's hand.

Telepathy 7th
U, U, **Enchantment.** Your opponents play with their hands revealed.

Temporal Adept 7th
R, 1UU, **Creation - Wizard, 1/1.** UUU. Return target permanent to its owner's hand.

Temporal Distortion IN
R, 3UU, **Enchantment.** Whenever a creature or land becomes tapped, put an hourglass counter on it. Permanents with an hourglass counter on them don't untap during their controllers' untap steps. At the beginning of each player's upkeep, remove all hourglass counters from permanents that hourglass controls.

Thieving Maggie 7th
U, 2UU, **Creation - Bird, 1/3.** Flying. Whenever Thieving Maggie deals damage to an opponent, you draw a card.

Think Tank OD
U, 2U, **Enchantment.** At the beginning of your upkeep, look at the top card of your library. You may put that card into your graveyard.

Thought Devourer OD
R, 2UU, **Creation - Beast, 4/4.** Flying. Your maximum hand size is reduced by four.

Thought Eater OD
U, 1U, **Creation - Beast, 2/2.** Flying. Your maximum hand size is reduced by three.

Thought Nibbler OD
C, U, **Creation - Beast, 1/1.** Flying. Your maximum hand size is reduced by two.

Tidal Courier AP
U, 3U, **Creation - Merfolk, 1/2.** When Tidal Courier comes into play, reveal the top four cards of your library. Put all Merfolk cards revealed this way into your hand and the rest on the bottom of your library. 3U: Tidal Courier gains flying until end of turn.

Tidal Visionary IN
C, U, **Creation - Wizard, 1/1.** Target creature becomes the color of your choice until end of turn.

Time Stretch OD
R, 8UU, **Sortcery.** Target player takes two extra turns after this one.

Tolarian Emissary IN
U, 2U, **Creation - Wizard, 1/2.** Kicker 1W. Flying. When Tolarian Emissary comes into play, if you paid the kicker cost, destroy target enchantment.

Tolarian Winds 7th
C, 1U, **Instant.** Discard your hand, then draw that many cards.

Touch of Invisibility OD
C, 3U, **Sortcery.** Target creature is unblockable this turn. Draw a card.

Tower Drake IN
R, 2U, **Creation - Drake, 2/1.** Flying. W: Tower Drake gets +0/+1 until end of turn.

Traumatize OD
R, 3UU, **Sortcery.** Target player puts the top half of his or her library, rounded down, into his or her graveyard.

Traveler's Cloak IN
C, 2U, **Enchantment.** As Traveler's Cloak comes into play, choose a land type. Enchanted creature has landwalk of the chosen type. When Traveler's Cloak comes into play, draw a card.

Treasure Trove 7th
U, 2UU, **Enchantment.** 2UU: Draw a card.

Treetop Sentinel OD
U, 2UU, **Creation - Bird Soldier, 2/3.** Flying. Protection from green

Turbulent Dreams TR
R, UU, **Sortcery.** As an additional cost to play Turbulent Dreams, discard X cards from your hand. Return X target nonland permanents to their owners' hands.

Twiddle 7th
C, U, **Instant.** Tap or untap target artifact, creature, or land.

Unifying Theory OD
R, 1U, **Enchantment.** Whenever a player plays a spell, that player may pay 2. If the player does, he or she draws a card.

Unnatural Selection AP
R, 1U, **Enchantment.** 1: Choose a creature type other than Wall. Target creature's type becomes that type until end of turn.

Unsummon 7th
C, U, **Instant.** Return target creature to its owner's hand.

Upheaval OD
R, 4UU, **Sortcery.** Return all permanents to their owners' hands.

Vigilant Drake 7th
C, 4U, **Creation - Drake, 3/3.** Flying. 2U: Untap Vigilant Drake.

Vizzerdrix 7th
R, 6U, **Creation - Beast, 6/6**

Vodalian Hypnotist IN
U, 1U, **Creation - Wizard, 1/1.** 2B. Target player discards a card from his or her hand. Play this ability only any time you could play a sorcery.

Vodalian Merchant IN
C, 1U, **Creation - Merfolk, 1/2.** When Vodalian Merchant comes into play, draw a card, then discard a card from your hand.

Vodalian Mystic AP
U, 1U, **Creation - Merfolk, 1/1.** Target instant or sorcery spell becomes the color of your choice.

Vodalian Serpent IN
C, 3U, **Creation - Serpent, 2/2.** Kicker 2. Vodalian Serpent can't attack unless defending player controls an island. If you paid the kicker cost, Vodalian Serpent comes into play with four +1/+1 counters on it.

Wall of Air 7th
U, 1UU, **Creation - Wall, 1/5.** Flying

Wall of Wonder 7th
R, 2UU, **Creation - Wall, 1/5.** 2UU: Wall of Wonder gets +4/+4 until end of turn and may attack this turn as though it weren't a Wall.

Wash Out IN
C, 3U, **Sortcery.** Return all permanents of the color of your choice to their owners' hands.

Waterspout Elemental PS
R, 3UU, **Creation - Elemental, 3/4.** Kicker 1C. Flying. When Waterspout Elemental comes into play, if you paid the kicker cost, return all other creatures to their owners' hands and you skip your next turn.

Well-Laid Plans IN
R, 2U, **Enchantment.** Prevent all damage that would be dealt to a creature by another creature if they share a color.

Whirlpool Drake AP
U, 3U, **Creation - Drake, 2/2.** Flying. When Whirlpool Drake comes into play, shuffle the cards from your hand into your library, then draw that many cards. When Whirlpool Drake is put into a graveyard from play, shuffle the cards from your hand into your library, then draw that many cards.

Whirlpool Rider AP
U, 1U, **Creation - Merfolk, 1/1.** When Whirlpool Rider comes into play, shuffle the cards from your hand into your library, then draw that many cards.

Whirlpool Warrior AP
R, 2U, **Creation - Merfolk, 2/2.** When Whirlpool Warrior comes into play, shuffle the cards from your hand into your library, then draw that many cards. R: Sacrifice Whirlpool Warrior: Each player shuffles the cards from his or her hand into his or her library, then draws that many cards.

Wind Dancer 7th
U, 1U, **Creation - Faerie, 1/1.** Flying. Target creature gains flying until end of turn.

Wind Drake 7th
C, 2U, **Creation - Drake, 2/2.** Flying

Words of Wisdom OD
C, 1U, **Instant.** You draw two cards, then each other player draws a card.

Worldly Counsel IN
C, 1U, **Instant.** Look at the top X cards of your library, where X is the number of basic land types among lands you control. Put one of those cards into your hand and the rest on the bottom of your library.

Zanam Djinn IN
U, 5U, **Creation - Djinn, 5/6.** Flying. Zanam Djinn gets +2/+2 as long as blue is the most common color among all permanents or is tied for most common.

Charging Troll IN
R, 3UBRG, **Sortcery.** 3/3. Attacking doesn't cause Charging Troll to tap. G: Regenerate Charging Troll.

Cinder Shade IN
U, 1BR, **Creation - Shade, 1/1.** B: Cinder Shade gets +1/+1 until end of turn. R: Sacrifice Cinder Shade: Cinder Shade deals damage equal to its power to target creature.

Cloud Cover PS
R, 2UU, **Enchantment.** Whenever another permanent you control becomes the target of a spell or ability an opponent controls, you may return that permanent to its owner's hand.

Coalition Victory IN
R, 3UBRG, **Sortcery.** You win the game if you control a land of each basic land type and a creature of each color.

Consume Strength AP
C, 1BG, **Instant.** Target creature gets +2/+2 until end of turn. Another target creature gets -2/-2 until end of turn.

Cromat AP
R, WUBRG, **Creation - Legend, 5/5.** WB: Destroy target creature blocking or blocked by Cromat. UR: Cromat gains flying until end of turn. BG: Regenerate Cromat. RW: Cromat gets +1/+1 until end of turn. GU: Put Cromat on top of its owner's library.

Crosis, the Purger IN
R, 3UBR, **Creation - Dragon Legend, 6/6.** Flying. Whenever Crosis, the Purger deals combat damage to a player, you may pay 2B. If you do, choose a color. That player reveals his or her hand and discards all cards of that color from it.

Crosis's Charm PS
U, UBR, **Instant.** Choose one - Return target permanent to its owner's hand; or destroy target nonblack creature; and it can't be regenerated; or destroy target artifact.

Darigaaz, the Igniter IN
R, 3BRG, **Creation - Dragon Legend, 6/6.** Flying. Whenever Darigaaz, the Igniter deals combat damage to a player, you may pay 2R. If you do, choose a color. That player reveals his or her hand and Darigaaz deals X damage to him or her, where X is the number of cards revealed of that color.

Absorb IN
R, WUU, **Instant.** Counter target spell. You gain 3 life.

Aether Mutation AP
U, 3GU, **Sortcery.** Return target creature to its owner's hand. Put X 1/1 green Saproling creature tokens into play, where X is its converted mana cost.

Aether Rift IN
R, 1RG, **Enchantment.** At the beginning of your upkeep, discard a card at random from your hand. If you discard a creature card this way, put that card into play unless any player pays 5 life.

Ancient Spider PS
R, 2GW, **Creation - Spider, 2/5.** First strike. Ancient Spider may block as though it had flying.

Angelic Shield IN
U, WU, **Enchantment.** Creatures you control get +0/+1. Sacrifice Angelic Shield: Return target creature to its owner's hand.

Armadiillo Cloak IN
C, 1GW, **Enchantment.** Enchanted creature gets +2/+2 and has trample. Whenever enchanted creature deals damage, you gain that much life.



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U, WU, **Enchantment.** Creatures you control get +0/+1. Sacrifice Angelic Shield: Return target creature to its owner's hand.

Armadiillo Cloak IN
C, 1GW, **Enchantment.** Enchanted creature gets +2/+2 and has trample. Whenever enchanted creature deals damage, you gain that much life.

Darigaaz's Charm PS
U, BRG, Instant. Choose one - Return target creature card from your graveyard to your hand; or Darigaaz's Charm deals 3 damage to target creature or player, or target creature gets +3/+3 until end of turn.

Daring Leap PS
C, 1W, Instant. Target creature gets +1/+1 and gains flying and first strike until end of turn.

Death Grasp AP
R, XWB, Sorcery. Death Grasp deals X damage to target creature or player. You gain X life.

Death Mutation AP
U, BRG, Sorcery. Destroy target nonblack creature. It can't be regenerated. Put X 1/1 green Saproling creature tokens into play, where X is its converted mana cost.

Decimate OD
R, ZRG, Sorcery. Destroy target artifact, target creature, target enchantment, and target land.

Destructive Flow PS
R, BRG, Enchantment. At the beginning of each player's upkeep, that player sacrifices a nonbasic land.

Doomsday Specter PS
R, ZUB, Creature - Specter, 2/3. Flying. When Doomsday Specter comes into play, return a blue or black creature you control to its owner's hand. Whenever Doomsday Specter deals combat damage to a player, look at that player's hand and choose a card from it. The player discards that card.

Drainu's Crusade PS
R, 1BR, Enchantment. All Goblins get +1/+1, are black, and are Zombies in addition to their creature types.

Dromar, the Banisher IN
R, 3WB, Creature - Dragon Legend, 6/6. Flying. Whenever Dromar, the Banisher deals combat damage to a player, you may pay 2U. If you do, choose a color. Return all creatures of that color to their owners' hands.

Dromar's Charm PS
U, WUB, Instant. Choose one - You gain 5 life; or counter target spell; or target creature gets -2/-2 until end of turn.

Dueling Grounds IN
R, 1GW, Enchantment. No more than one creature may attack each turn. No more than one creature may block each turn.

Ebony Treelock AP
U, 1BG, Creature - Treelock, 3/3. BG. Ebony Treelock gets +1/+1 until end of turn.

Eladamri's Call PS
R, GW, Instant. Search your library for a creature card, reveal that card, and put it into your hand. Then shuffle your library.

Ertal, the Corrupted PS
R, 2WB, Creature - Wizard Legend, 3/4. U. Sacrifice a creature or enchantment: Counter target spell.

Fervent Charge AP
R, 1WB, Enchantment. Whenever a creature you control attacks, it gets +2/+2 until end of turn.

Fires of Yavimaya IN
U, 1RG, Enchantment. Creatures you control have haste. Sacrifice Fires of Yavimaya: Target creature gets +2/+2 until end of turn.

Fleetfoot Panther PS
U, 1GW, Creature - Cat, 3/4. You may play Fleetfoot Panther any time you could play an instant. When Fleetfoot Panther comes into play, return a green or white creature you control to its owner's hand.

Flowstone Charger AP
U, 2RW, Creature - Beast, 2/5. Whenever Flowstone Charger attacks, it gets +3/+3 until end of turn.

Frenzied Tilling IN
C, 3RG, Sorcery. Destroy target land. Search your library for a basic land card and put that card into play tapped. Then shuffle your library.

Fungal Shambler AP
R, 4GB, Creature - Beast, 6/4. Trample. Whenever Fungal Shambler deals damage to an opponent, you draw a card and that opponent discards a card from his or her hand.

Gae's Skyfoll AP
C, GW, Creature - Elf Merfolk, 2/2. Flying.

Gaina's Knight IN
C, WU, Creature - Merfolk Knight, 2/2. Protection from red.

Gerrard's Command PS
C, GW, Instant. Untap target creature. It gets +3/+3 until end of turn.

Gerrard's Verdict AP
U, WB, Sorcery. Target player discards two cards from his or her hand. You gain 3 life for each land card discarded this way.

Goblin Legionnaire AP
C, RW, Creature - Goblin Soldier, 2/2. R. Sacrifice Goblin Legionnaire: Goblin Legionnaire deals 2 damage to target creature or player. W. Sacrifice Goblin Legionnaire: Prevent the next 2 damage that would be dealt to target creature or player this turn.

Goblin Trenches AP
R, 1RW, Enchantment. 2. Sacrifice a land: Put two 1/1 red and white Goblin Soldier creature tokens into play.

Guided Passage AP
R, URG, Sorcery. Reveal the cards in your library. An opponent chooses from among them a creature card, a land card, and a noncreature, nonland card. You put the chosen cards into your hand. Then shuffle your library.

Hanna, Ship's Navigator IN
R, 1WU, Creature - Legend, 1/2. 1WU. Return target artifact or enchantment card from your graveyard to your hand.

Heroes' Reunion IN
U, GW, Instant. Target player gains 7 life.

Horned Cheetah IN
U, 2GW, Creature - Cat, 2/2. Whenever Horned Cheetah deals damage, you gain that much life.

Horned Kavu PS
C, RG, Creature - Kavu, 3/4. When Horned Kavu comes into play, return a red or green creature you control to its owner's hand.

Hull Breach PS
R, RG, Sorcery. Choose one - Destroy target artifact; or destroy target enchantment; or destroy target artifact and target enchantment.

Hunting Kavu IN
U, 1RG, Creature - Kavu, 2/3. 1RG. Remove from the game Hunting Kavu and target creature without flying that's attacking you.

Iridescent Angel OD
R, 5WU, Creature - Angel, 4/4. Flying. Protection from all colors.

Jungle Barrier AP
U, 2GU, Creature - Wall, 2/6. When Jungle Barrier comes into play, draw a card.

Kangee, Aerie Keeper IN
R, 2WU, Creature - Legend, 2/2. Kicker 2X. Flying. When Kangee, Aerie Keeper comes into play, if you paid the kicker cost, put X feather counters on it. All Birds get +1/+1 for each feather counter on Kangee, Aerie Keeper.

Keldon Twilight PS
R, 1BR, Enchantment. At the end of each player's turn, if no creatures attacked that turn, that player sacrifices a creature he or she controlled since the beginning of the turn.

Last Stand AP
R, WUBRG, Sorcery. Target opponent loses 2 life for each swamp you control. Last Stand deals damage equal to the number of mountains you control to target creature. Put a 1/1 green Saproling creature token into play for each forest you control. You gain 2 life for each plains you control. Draw a card for each island you control, then discard that many cards from your hand.

Lava Zombie PS
C, 1BR, Creature - Zombie, 4/3. When Lava Zombie comes into play, return a black or red creature you control to its owner's hand. 2. Lava Zombie gets +1/+0 until end of turn.

Lightning Angel AP
R, 1RWU, Creature - Angel, 3/4. Flying; haste. Attacking doesn't cause Lightning Angel to tap.

Lithatog OD
U, 1RG, Creature - Alog, 1/2. Sacrifice an artifact: Lithatog gets +1/+1 until end of turn. Sacrifice a land: Lithatog gets +1/+1 until end of turn.

Llanowar Dead AP
C, BG, Creature - Zombie Elf, 2/2. Add B to your mana pool.

Llanowar Knight IN
C, GW, Creature - Elf Knight, 2/2. Protection from black.

Lobotomy IN
U, 2UB, Sorcery. Target player reveals his or her hand, then you choose a card other than a basic land card from it. Search that player's graveyard, hand, and library for all cards with the same name as the chosen card and remove them from the game. Then that player shuffles his or her library.

Magical Advice PS
C, XUB, Instant. Tap X target artifacts, creatures, and/or lands. You lose X life.

Marsh Crocodile PS
U, 2WB, Creature - Crocodile, 4/4. When Marsh Crocodile comes into play, return a blue or black creature you control to its owner's hand. When Marsh Crocodile comes into play, each player discards a card from his or her hand.

Martyrs' Tomb AP
U, 2WB, Enchantment. Pay 2 life: Prevent the next 1 damage that would be dealt to target creature this turn.

Meddling Mage PS
R, WU, Creature - Wizard, 2/2. As Meddling Mage comes into play, name a non-land card. The named card can't be played.

Meteor Storm IN
R, RG, Enchantment. 2RG. Discard two cards at random from your hand; Meteor Storm deals 4 damage to target creature or player.

Minotaur Illusionist AP
U, 3UR, Creature - Minotaur, 3/4. 1U: Minotaur Illusionist can't be the target of spells or abilities this turn. R. Sacrifice Minotaur Illusionist: Minotaur Illusionist deals damage equal to its power to target creature.

Mystic Enforcer OD
R, 2GW, Creature - Nomad Mystic, 3/3. Protection from black. Threshold - Mystic Enforcer gets +3/+3 and has flying.

Mystic Snake AP
R, 1GUU, Creature - Snake, 2/2. You may play Mystic Snake any time you could play an instant. When Mystic Snake comes into play, counter target spell.

Natural Emergence PS
R, 2RG, Enchantment. When Natural Emergence comes into play, return a red or green enchantment you control to its owner's hand. Lands you control are 2/2 creatures with first strike. They're still lands.

Noble Panther IN
R, 1GW, Creature - Cat, 3/3. 1. Noble Panther gains first strike until end of turn.

Ordered Migration IN
U, 3WU, Sorcery. Put a 1/1 blue Bird creature token with flying into play for each basic land type among lands you control.

Overabundance IN
R, 1RG, Enchantment. Whenever a player taps a land for mana, that player adds one additional mana to his or her mana pool of the same type, and Overabundance deals 1 damage to him or her.

Overgrown Estate AP
R, BGW, Enchantment. Sacrifice a land: You gain 3 life.

Pernicious Deed AP
R, 1BG, Enchantment. X. Sacrifice Pernicious Deed: Destroy each artifact, creature, and enchantment with converted mana cost X or less.

Phantatog OD
U, 1WU, Creature - Alog, 1/2. Sacrifice an enchantment: Phantatog gets +1/+1 until end of turn. Discard a card from your hand: Phantatog gets +1/+1 until end of turn.

Phyrexian Tyranny PS
R, UBR, Enchantment. Whenever a player draws a card, that player loses 2 life unless he or she pays 2.

Plague Spores IN
C, 4BR, Sorcery. Destroy target nonblack creature and target land. They can't be regenerated.

Powerstone Minefield AP
R, 2RW, Enchantment. Whenever a creature attacks or blocks, Powerstone Minefield deals 2 damage to it.

Prophetic Bolt AP
R, 3UR, Instant. Prophetic Bolt deals 4 damage to target creature or player. Look at the top four cards of your library. Put one of those cards into your hand and the rest on the bottom of your library.

Psychatog OD
U, 1UB, Creature - Alog, 1/2. Discard a card from your hand: Psychatog gets +1/+1 until end of turn. Remove two cards in your graveyard from the game: Psychatog gets +1/+1 until end of turn.

Putrid Warrior AP
C, WB, Creature - Soldier Zombie, 2/2. Whenever Putrid Warrior deals damage, choose one each player loses 1 life; or each player gains 1 life.

Pyre Zombie IN
R, 1BR, Creature - Zombie, 2/1. At the beginning of your upkeep, if Pyre Zombie is in your graveyard, you may pay 1BR. If you do, return Pyre Zombie from your graveyard to your hand. 1RR. Sacrifice Pyre Zombie: Pyre Zombie deals 2 damage to target creature or player.

Questing Pheldagrif PS
R, 1GWU, Creature - Pheldagrif, 4/4. G. Questing Pheldagrif gets +1/+1 until end of turn. Target opponent puts a 1/1 green Hippo creature token into play. W. Questing Pheldagrif gains protection from black and from red until end of turn. Target opponent gains 2 life. U. Questing Pheldagrif gains flying until end of turn. Target opponent may draw a card.

Quicksilver Dagger AP
C, 1UR, Enchantment. Enchanted creature has "This creature deals 1 damage to target player. You draw a card."

Radiant Kavu PS
R, RGW, Creature - Kavu, 3/3. RGW. Prevent all combat damage blue creatures deal this turn.

Raging Kavu IN
R, 1RG, Creature - Kavu, 3/1. Haste. You may play Raging Kavu any time you could play an instant.

Razing Snidd PS
U, 4BR, Creature - Beast, 3/3. When Razing Snidd comes into play, return a black or red creature you control to its owner's hand. When Razing Snidd comes into play, each player sacrifices a land.

Razorfin Hunter AP
C, UR, Creature - Merfolk Goblin, 1/1. Razorfin Hunter deals 1 damage to target creature or player.

Reckless Assault IN
R, 2BR, Enchantment. 1. Pay 2 life. Reckless Assault deals 1 damage to target creature or player.

Recoil IN
C, 1UB, Instant. Return target permanent to its owner's hand. Then that player discards a card from his or her hand.

Reviving Vapors IN
U, 2WU, Instant. Reveal the top three cards of your library and put one of them into your hand. You gain life equal to that card's converted mana cost. Put the other cards revealed this way into your graveyard.

Riptide Crab IN
U, 1WU, Creature - Crab, 1/3. Attacking doesn't cause Riptide Crab to tap. When Riptide Crab is put into a graveyard from play, draw a card.

Rith's Attendant IN
R, 5, Artifact Creature - Golem, 3/3. 1. Sacrifice Rith's Attendant: Add RGW to your mana pool.

Rith's Charm PS
U, RGW, Instant. Choose one - Destroy target nonbasic land; or put three 1/1 green Saproling creature tokens into play; or prevent all damage a source of your choice would deal this turn.

Sabertooth Nishoba IN
R, 4GW, Creature - Beast, 5/5. Trample. Protection from blue, protection from red.

Samite Archer IN
U, 1WU, Creature - Cleric, 1/1. Prevent the next 1 damage that would be dealt to target creature or player this turn. Samite Archer deals 1 damage to target creature or player.

Sarcatog OD
U, 1BR, Creature - Alog, 1/2. Remove two cards in your graveyard from the game. Sarcatog gets +1/+1 until end of turn. Sacrifice an artifact: Sarcatog gets +1/+1 until end of turn.

Sawtooth Loon PS
U, 2WU, Creature - Bird, 2/2. Flying. When Sawtooth Loon comes into play, return a white or blue creature you control to its owner's hand. When Sawtooth Loon comes into play, draw two loons. Put two cards from your hand on the bottom of your library.

Seer's Vision IN
U, 2UB, Enchantment. All opponents play with their hands revealed. Sacrifice Seer's Vision: Look at target player's hand and choose a card from it. That player discards that card. Play this ability only any time you could play a sorcery.

Shadowmage Infiltrator OD
R, 1UB, Creature - Wizard, 1/3. Shadowmage Infiltrator can't be blocked except by artifact creatures and/or black creatures. Whenever Shadowmage Infiltrator deals combat damage to a player, you may draw a card.

Shivan Wurm PS
R, 3RG, Creature - Wurm, 7/7. Trample. When Shivan Wurm comes into play, return a red or green creature you control to its owner's hand.

Shivan Zombie IN
C, BR, Creature - Barbarian Zombie, 2/2. Protection from white.

Silver Drake PS
C, 1WU, Creature - Drake, 3/3. Flying. When Silver Drake comes into play, return a white or blue creature you control to its owner's hand.

Simon IN
U, RG, Instant. Simon deals 1 damage to each creature target opponent controls.

Sleeper's Robe IN
U, UB, Enchantment. Enchanted creature can't be blocked except by artifact creatures and/or black creatures. Whenever enchanted creature deals combat damage to an opponent, you may draw a card.

Sinking Serpent IN
U, 2UB, Creature - Serpent, 2/3. Forestwalk.

Smoldering Tar IN
U, 2BR, Enchantment. At the beginning of your upkeep, target player loses 1 life. Sacrifice Smoldering Tar: Smoldering Tar deals 4 damage to target creature. Play this ability only any time you could play a sorcery.

Souli Link AP
C, 1WB, Enchantment. Whenever enchanted creature deals damage, you gain that much life. Whenever enchanted creature is dealt damage, you gain that much life.

Sparkcaster PS
U, 2RG, Creature - Kavu, 5/3. When Sparkcaster comes into play, return a red or green creature you control to its owner's hand. When Sparkcaster comes into play, it deals 1 damage to target player.

Spinal Embrace AP
R, 3UBU, Instant. Play Spinal Embrace only during combat. Untap target creature you don't control and gain control of it. It gains haste until end of turn. At end of turn, sacrifice it. If you do, you gain life equal to its toughness.

Spiritmonger AP
R, 3BG, Creature - Beast, 6/6. Whenever Spiritmonger deals damage to a creature, put a +1/+1 counter on Spiritmonger. B. Regenerate Spiritmonger. G. Spiritmonger becomes the color of your choice until end of turn.

Squee's Embrace AP
C, RW, Enchantment. Enchanted creature gets +2/+2. When enchanted creature is put into a graveyard, return that creature card to its owner's hand.

Squee's Revenge AP
U, 1UR, Sorcery. Choose a number. Flip a coin that many times or until you lose a flip, whichever comes first. If you win all the flips, draw two cards for each flip.

Stalking Assassin IN
R, 1UB, Creature - Assassin, 1/1. 3U. Tap target creature. 3B. Destroy target tapped creature.

Steel Leaf Paladin PS
C, 4GW, Creature - Knight, 4/4. First strike. When Steel Leaf Paladin comes into play, return a green and white creature you control to its owner's hand.

Sterling Grove IN
U, GW, Enchantment. All other enchantments you control can't be the targets of spells or abilities. 1. Sacrifice Sterling Grove: Search your library for an enchantment card and reveal that card. Shuffle your library, then put the card on top of it.

Suffocating Blast AP
R, 1UR, Instant. Counter target spell and Suffocating Blast deals 3 damage to target creature.

Teferi's Moat IN
R, 3WU, Enchantment. As Teferi's Moat comes into play, choose a color. Creatures of the chosen color without flying can't attack you.

Temporal Spring AP
C, 1GU, Sorcery. Put target permanent on top of its owner's library.

Terminate PS
C, BR, Instant. Destroy target creature. It can't be regenerated.

Thaumotog OD
U, 1GW, Creature - Alog, 1/2. Sacrifice a land: Thaumotog gets +1/+1 until end of turn. Sacrifice an enchantment: Thaumotog gets +1/+1 until end of turn.

Treva, the Renewer IN
R, 3GWU, Creature - Dragon Legend, 6/6. Flying. Whenever Treva, the Renewer deals combat damage to a player, you may pay 2W. If you do, choose a color. You gain 1 life for each permanent of that color.

Treva's Charm PS
U, GWU, Instant. Choose one - Destroy target enchantment; or remove target attacking creature from the game; or draw a card, then discard a card from your hand.

Tsabo Tavoc IN
R, 5BR, Creature - Legend, 7/4. First strike, protection from Legends, BB. Destroy target Legend. It can't be regenerated.

Undermine IN
R, UUB, Instant. Counter target spell. Its controller loses 3 life.

Urborg Drake IN
U, 1UB, Creature - Drake, 2/3. Flying. Urborg Drake attacks each turn if able.

Urza's Gullit PS
R, 2UB, Sorcery. Each player draws two cards, then discards three cards from his or her hand, then loses 4 life.

Vampire Dragon OD
R, 6BR, Creature - Vampire Dragon, 5/5. Flying. Whenever a creature deal damage by Vampire Dragon this turn is put into a graveyard, put a +1/+1 counter on Vampire Dragon. 1R. Vampire Dragon deals 1 damage to target creature.

Vicious Kavu IN
U, 1BR, Creature - Kavu, 2/2. Whenever Vicious Kavu attacks, it gets +2/+0 until end of turn.

Vile Consumption IN
R, 1UB, Enchantment. All creatures have "At the beginning of your upkeep, sacrifice this creature unless you pay 1 life."

Vindicate AP
R, 1WB, Sorcery. Destroy target permanent.

Vodalian Zombie IN
C, UB, Creature - Merfolk Zombie, 2/2. Protection from green.

Void IN
R, 3BR, Sorcery. Choose a number. Destroy all artifacts and creatures with converted mana cost equal to that number. Then target player reveals his or her hand and discards from it all nonland cards with converted mana cost equal to the number.


Voracious Cobra IN
U, 2RG, Creature - Snake, 2/2. First strike. Whenever Voracious Cobra deals combat damage to a creature, destroy that creature.

Wings of Hope IN
C, WU, Enchantment. Enchanted creature gets +1/+3 and has flying.

Yavimaya Barbarian IN
C, RG, Creature - Barbarian Elf, 2/2. Protection from blue.

Yavimaya Kavu IN
U, 2RG, Creature - Kavu, 4/4. Yavimaya Kavu's power is equal to the number of red creatures in play. Yavimaya Kavu's toughness is equal to the number of green creatures in play.

Yavimaya's Embrace AP
R, 5GUU, Enchantment. Creature you control enchanted creature. Enchanted creature gets +2/+2 and has trample.



Acorn Harvest TR
C, 3G, Sorcery. Put two 1/1 green Squirrel creature tokens into play. Flashback - 1G, Pay 3 life.

Aggressive Urge IN
C, 1GE, Instant. Target creature gets +1/+1 until end of turn. Draw a card.

Alpha Kavu PS
U, 2GU, Creature - Kavu, 2/2. 1G. Target Kavu gets +1/+1 until end of turn.

Amphibious Kavu PS
C, 2G, Creature - Kavu, 2/2. Whenever Amphibious Kavu blocks or becomes blocked by one or more blue and/or black creatures, Amphibious Kavu gets +3/+3 until end of turn.

Ana Disciple AP
C, G, Creature - Wizard, 1/1. U. Target creature gains flying until end of turn. B. Target creature gets -2/-0 until end of turn.

Ana Sanctuary AP
U, 2G, Enchantment. At the beginning of your upkeep, if you control a blue or black permanent, target creature gets +1/+1 until end of turn. If you control a blue permanent and a black permanent, that creature gets +5/+5 until end of turn instead.

Anaconda 7th U
3G, Creature - Snake, 3/3. Swampwalk.

Anavolcer AP
R, 3G, Creature - Volter, 3/3. Kicker 1U and/or B. If you paid the 1U kicker cost, Anavolcer comes into play with two +1/+1 counters on it and with flying. If you paid the B kicker cost, Anavolcer comes into play with a +1/+1 counter on it and with "Pay 3 life: Regenerate Anavolcer."

Ancient Silverback 7th R
4GG, Creature - Ape, 6/5. G. Regenerate. Ancient Silverback.

Anurid Scavenger TR
U, 2G, Creature - Beast, 3/3. Protection from black. At the beginning of your upkeep, sacrifice Anurid Scavenger unless you put a card from your graveyard on the bottom of your library.

Arrogant Wurm TR
U, 3GG, Creature - Wurm, 4/4. Trample. Madness 2G.

Basking Rootwalla TR
C, G, Creature - Lizard, 1/1. 1G. Basking Rootwalla gets -2/+2 until end of turn. Play this ability only once each turn. Madness 0.

Bearscape OD
R, 1GG, Enchantment. 1G. Remove two cards in your graveyard from the game: Put a 2/2 green Bear creature token into play.

Beast Attack OD
U, 2GG, Instant. Put a 4/4 green Bear creature token into play. Flashback 2GG.

Bind IN
R, 1G, Instant. Counter target activated ability. Draw a card.

Birds of Paradise 7th R, G, **Creature - Bird**, 0/1. Flying. Add one mana of any color to your mana pool.

Blanchwood Armor 7th U, 3G, **Enchant Creature**. Enchanted creature gets +1/+1 for each forest you control.

Blurred Mongoose IN R, 1G, **Creature - Mongoose**, 2/1. Blurred Mongoose can't be countered. Blurred Mongoose can't be the target of spells or abilities.

Bog Gnarr AP C, 4G, **Creature - Beast**, 2/2. Whenever a player plays a black spell, Bog Gnarr gets +2/+2 until end of turn.

Bull Hippo 7th U, 3G, **Creature - Hippo**, 3/3. Islandwalk

Call of the Herd OD R, 2G, **Sorcery**. Put a 3/3 green Elephant creature token into play. Flashback 3G.

Canopy Spider 7th C, 1G, **Creature - Spider**, 1/3. Canopy Spider may block as though it had flying.

Canopy Surge IN U, 1G, **Sorcery**. Kicker 2. Canopy Surge deals 1 damage to each creature with flying and each player. If you paid the kicker cost, Canopy Surge deals 4 damage to each creature with flying and each player instead.

Cartographer OD C, 2G, **Creature - Townsfolk**, 2/2. When Cartographer comes into play, you may return target land card from your graveyard to your hand.

Centaur Chieftain TR U, 3G, **Creature - Centaur**, 3/3. Haste. Threshold - When Centaur Chieftain comes into play, creatures you control get +1/+1 and gain trample until end of turn.

Centaur Veteran TR C, 5G, **Creature - Centaur**, 3/3. Trample. G. Discard a card from your hand. Regenerate Centaur Veteran.

Chatter of the Squirrel OD C, G, **Sorcery**. Put a 1/1 green Squirrel creature token into play. Flashback 1G.

Chlorophant OD R, 6GG, **Creature - Elemental**, 1/1. At the beginning of your upkeep, you may put a +1/+1 counter on Chlorophant. Threshold - At the beginning of your upkeep, you may put another +1/+1 counter on Chlorophant.

Compost 7th U, 1G, **Enchantment**. Whenever a black card is put into an opponent's graveyard, you may draw a card.

Crashing Centaur OD U, 4GG, **Creature - Centaur**, 3/4. G. Discard a card from your hand. Crashing Centaur gains trample until end of turn. Threshold - Crashing Centaur gets +2/+2 and can't be the target of spells or abilities.

Creeping Mold 7th U, 2GG, **Sorcery**. Destroy target artifact, enchantment, or land.

Deep Reconnaissance OD U, 2G, **Sorcery**. Search your library for a basic land card and put that card into play tapped. Then shuffle your library. Flashback 4G.

Diligent Farmland OD C, G, **Creature - Druid**, 1/1. 1G. Sacrifice Diligent Farmland: Search your library for a basic land card and put that card into play tapped. Then shuffle your library. If Diligent Farmland is in a graveyard, Muscle Burst's effect counts it as a card named Muscle Burst.

Druid Lyrst OD C, G, **Creature - Druid**, 1/1. G. Sacrifice Druid Lyrst. Destroy target enchantment.

Druid's Call OD U, 1G, **Enchant Creature**. Whenever enchanted creature is dealt damage, its controller puts that many 1/1 green Squirrel creature tokens into play.

Dwell on the Past TR U, G, **Sorcery**. Target player shuffles up to four target cards from his or her graveyard into his or her library.

Early Harvest 7th R, 1GG, **Instant**. Target player untaps all basic lands he or she controls.

Elder Druid 7th R, 3G, **Creature - Cleric**, 2/2. 3G. Tap or untap target artifact, creature, or land.

Elephant Ambush OD C, 2GG, **Instant**. Put a 3/3 green Elephant creature token into play. Flashback 6GG.

Eiffame Sanctuary IN U, 1G, **Enchantment**. At the beginning of your upkeep, you may search your library for a basic land card, reveal that card, and put it into your hand. If you do, skip your draw step this turn and shuffle your library.

Elvish Archers 7th R, 1G, **Creature - Elf**, 2/1. First strike

Elvish Champion 7th/IN R, 1GG, **Creature - Lord**, 2/2. All Elves get +1/+1 and have forestwalk.

Elvish Lyrst 7th U, G, **Creature - Elf**, 1/1. G. Sacrifice Elvish Lyrst. Destroy target enchantment.

Elvish Piper 7th R, 3G, **Creature - Elf**, 1/1. G. Put a creature card from your hand into play.

Explosive Growth IN C, G, **Instant**. Kicker 5. Target creature gets +2/+2 until end of turn. If you paid the kicker cost, that creature gets +5/+5 until end of turn instead.

Falling Timber PS C, 2G, **Instant**. Kicker - Sacrifice a land. Prevent all combat damage target creature would deal this turn. If you paid the kicker cost, prevent all combat damage another target creature would deal this turn.

Familiar Ground 7th U, 2G, **Enchantment**. Each creature you control can't be blocked by more than one creature.

Far Wanderings TR C, 2G, **Sorcery**. Search your library for a basic land card and put that card into play tapped. Then shuffle your library. Threshold - Instead search your library for three basic land cards and put them into play tapped. Then shuffle your library.

Femeref Archers 7th U, 2G, **Creature - Soldier**, 2/2. Femeref Archers deals 4 damage to target attacking creature with flying.

Fertile Ground IN C, 1G, **Enchant Land**. Whenever enchanted land is tapped for mana, its controller adds one mana of any color to his or her mana pool.

Fog 7th C, G, **Instant**. Prevent all combat damage that would be dealt this turn.

Fyndhorn Elder 7th U, 2G, **Creature - Elf**, 1/1. Add 6G to your mana pool.

Gaea's Balance AP U, 3G, **Sorcery**. As an additional cost to play Gaea's Balance, sacrifice five lands. Search your library for a land card of each basic land type and put them into play. Then shuffle your library.

Gaea's Herald PS R, 1G, **Creature - Elf**, 1/1. Creature spells can't be countered by spells or abilities.

Gaea's Might PS C, G, **Instant**. Target creature gets +1/+1 until end of turn for each basic land type among lands you control.

Gang of Elk 7th U, 5G, **Creature - Beast**, 5/4. Whenever Gang of Elk becomes blocked, it gets +2/+2 until end of turn for each creature blocking it.

Giant Growth 7th C, G, **Instant**. Target creature gets +3/+3 until end of turn.

Giant Spider 7th C, 3G, **Creature - Spider**, 2/4. Giant Spider may block as though it had flying.

Glade Gnarr AP C, 5G, **Creature - Beast**, 4/4. Whenever a player plays a blue spell, Glade Gnarr gets +2/+2 until end of turn.

Gorilla Chieftain 7th C, 2GG, **Creature - Ape**, 3/3. 1G. Regenerate Gorilla Chieftain.

Gorilla Titan OD U, 3GG, **Creature - Ape**, 4/4. Trample. Gorilla Titan gets +4/+4 as long as there are no cards in your graveyard.

Grizzly Bears 7th C, 1G, **Creature - Bear**, 2/2

Ground Seal OD R, 1G, **Enchantment**. When Ground Seal comes into play, draw a card. Cards in graveyards can't be the targets of spells or abilities.

Gurzigost TR R, 3GG, **Creature - Beast**, 6/8. At the beginning of your upkeep, sacrifice Gurzigost unless you put two cards from your graveyard on the bottom of your library. GG. Discard a card from your hand. You may have Gurzigost deal its combat damage to defending player this turn as though it weren't blocked.

Harrow IN C, 2G, **Instant**. As an additional cost to play Harrow, sacrifice a land. Search your library for up to two basic land cards and put them into play. Then shuffle your library.

Holistic Wisdom OD R, 1GG, **Enchantment**. 2. Remove a card in your hand from the game. Return target card from your graveyard to your hand if it shares a type with the card removed this way.

Howling Gale OD U, 1G, **Instant**. Howling Gale deals 1 damage to each creature with flying and each player. Flashback 1G.

Hurricane 7th R, XG, **Sorcery**. Hurricane deals X damage to each creature with flying and each player.

Insist TR R, G, **Sorcery**. The next creature spell you play this turn can't be countered by spells or abilities. Draw a card.

Invigorating Falls TR C, 2GG, **Sorcery**. You gain life equal to the number of creature cards in all graveyards.

Ivy Elemental OD R, XG, **Creature - Elemental**, 0/0. Ivy Elemental comes into play with X +1/+1 counters on it.

Jade Leech IN R, 2GG, **Creature - Leech**, 5/5. Green spells you play cost G more to play.

Kavu Chameleon IN U, 3GG, **Creature - Kavu**, 4/4. Kavu Chameleon can't be countered. G. Kavu Chameleon becomes the color of your choice until end of turn.

Kavu Climber IN C, 3GG, **Creature - Kavu**, 3/3. When Kavu Climber comes into play, draw a card.

Kavu Howler AP U, 4GG, **Creature - Kavu**, 4/5. When Kavu Howler comes into play, reveal the top four cards of your library. Put all Kavu cards revealed this way into your hand and the rest on the bottom of your library.

Kavu Lair IN R, 2G, **Enchantment**. Whenever a creature with power 4 or greater comes into play, its controller draws a card.

Kavu Mauler AP R, 4GG, **Creature - Kavu**, 4/4. Trample. Whenever Kavu Mauler attacks, it gets +1/+1 until end of turn for each other attacking Kavu.

Kavu Titan IN R, 1G, **Creature - Kavu**, 2/2. Kicker 2G. If you paid the kicker cost, Kavu Titan comes into play with three +1/+1 counters on it and with trample.

Krosan Archer OD C, 3G, **Creature - Centaur**, 2/3. Krosan Archer may block as though it had flying. G. Discard a card from your hand. Krosan Archer gets +0/+2 until end of turn.

Krosan Avenger OD C, 2G, **Creature - Druid**, 3/1. Trample. Threshold - 1G: Regenerate Krosan Avenger.

Krosan Beast OD R, 3G, **Creature - Squirrel**, 1/1. Threshold - Krosan Beast gets +7/+7.

Krosan Constrictor TR C, 3G, **Creature - Snake**, 2/2. Swampwalk. Target black creature gets -2/0 until end of turn.

Krosan Restorer TR C, 2G, **Creature - Druid**, 1/2. Untap target land. Threshold - 1G: Untap up to three target lands.

Lay of the Land AP C, G, **Sorcery**. Search your library for a basic land card, reveal that card, and put it into your hand. Then shuffle your library.

Leaf Dancer OD C, 1GG, **Creature - Centaur**, 2/2. Forestwalk

Lianowar Cavalry IN C, 2G, **Creature - Soldier**, 1/4. W. Attack doesn't cause Lianowar Cavalry to tap this turn.

Lianowar Elite IN C, G, **Creature - Elf**, 1/1. Kicker 8. Trample. If you paid the kicker cost, Lianowar Elite comes into play with five +1/+1 counters on it.

Lianowar Elves 7th C, G, **Creature - Elf**, 1/1. Add G to your mana pool.

Lianowar Vanguard IN C, 2GG, **Creature - Druid**, 1/1. Lianowar Vanguard gets +0/+4 until end of turn.

Lone Wolf 7th C, 2G, **Creature - Wolf**, 2/2. You may have Lone Wolf deal its combat damage to defending player as though it weren't blocked.

Lure 7th U, 1GG, **Enchant Creature**. All creatures able to block enchanted creature do so.

Magnioth Treefolk PS R, 4G, **Creature - Treefolk**, 2/6. For each basic land type among lands you control, Magnioth Treefolk has landwalk of that type.

Maro 7th R, 2GG, **Creature - Elemental**, 1/1. Maro's power and toughness are each equal to the number of cards in your hand.

Metamorphic Wurm OD U, 3GG, **Creature - Elephant**, 3/3. Threshold - Metamorphic Wurm gets +4/+4.

Might of Oaks 7th R, 3G, **Instant**. Target creature gets +7/+7 until end of turn.

Might Weaver IN U, 1G, **Creature - Wizard**, 2/1. 2. Target red or white creature gains trample until end of turn.

Mirrorwood Treefolk PS U, 3G, **Creature - Treefolk**, 2/4. 2RW. The next time damage would be dealt to Mirrorwood Treefolk this turn, that damage is dealt to target creature or player instead.

Molimo, Maro-Sorcerer IN R, 4GGG, **Creature - Legend**, 1/1. Trample. Molimo, Maro-Sorcerer's power and toughness are each equal to the number of lands you control.

Moment's Peace OD C, 1G, **Instant**. Prevent all combat damage that would be dealt this turn. Flashback 2G.

Monstrous Growth 7th C, 1G, **Sorcery**. Target creature gets +4/+4 until end of turn.

Muitani's Harmony PS U, G, **Enchant Creature**. Enchanted creature has "Add one mana of any color to your mana pool."

Muscle Burst OD C, 1G, **Instant**. Target creature gets +X/+X until end of turn, where X is 3 plus the number of cards named Muscle Burst in all graveyards.

Nantuko Blightcutter TR R, 2G, **Creature - Insect**, 2/2. Protection from black. Threshold - Nantuko Blightcutter gets +1/+1 for each black permanent your opponents control.

Nantuko Calmer TR C, 2GG, **Creature - Insect**, 2/3. G. Sacrifice Nantuko Calmer. Destroy target enchantment. Threshold - Nantuko Calmer gets +1/+1.

Nantuko Cultivator TR R, 3G, **Creature - Insect**, 2/2. When Nantuko Cultivator comes into play, you may discard any number of land cards from your hand. Put that many +1/+1 counters on Nantuko Cultivator and draw that many cards.

Nantuko Disciple OD C, 3G, **Creature - Insect**, 2/2. G. Target creature gets +2/+2 until end of turn.

Nantuko Elder OD U, 2G, **Creature - Insect**, 1/2. Add 1G to your mana pool.

Nantuko Mentor OD R, 2G, **Creature - Insect**, 1/1. 2G. Target creature gets +X/+X until end of turn, where X is that creature's power.

Nantuko Shrine OD R, 1GG, **Enchantment**. Whenever a player plays a spell, that player puts X 1/1 green Squirrel creature tokens into play, where X is the number of cards in all graveyards with the same name as that spell.

Narcissism TR U, 2G, **Enchantment**. G. Discard a card from your hand. Target creature gets +2/+2 until end of turn. G. Sacrifice Narcissism: Target creature gets +2/+2 until end of turn.

Nature's Resurgence 7th R, 2GG, **Sorcery**. Each player draws a card for each creature card in his or her graveyard.

Nature's Revolt 7th R, 3GG, **Enchantment**. All lands are 2/2 creatures that are still lands.

Nemata, Grove Guardian PS R, 4GG, **Creature - Treefolk**, 4/5. 2G. Put a 1/1 green Saproling creature token into play. Sacrifice a Saproling: All Saprolings get +1/+1 until end of turn.

New Frontiers OD R, XG, **Sorcery**. Each player may search his or her library for up to X basic land cards and put them into play tapped. Then each player who searched his or her library this way shuffles it.

Nimble Mongoose OD U, G, **Creature - Mongoose**, 1/1. Nimble Mongoose can't be the target of spells or abilities. Threshold - Nimble Mongoose gets +2/+2.

Nomadic Elf IN C, 1G, **Creature - Elf**, 2/2. 1G. Add one mana of any color to your mana pool.

Nostalgic Dreams TR R, GG, **Sorcery**. As an additional cost to play Nostalgic Dreams, discard X cards from your hand. Return X target cards from your graveyard to your hand. Remove Nostalgic Dreams from the game.

Not Collector OD R, 5G, **Creature - Druid**, 1/1. At the beginning of your upkeep, you may put a 1/1 green Squirrel creature token into play. Threshold - All Squirrels get +2/+2.

Overrun OD U, 2GGG, **Sorcery**. Creatures you control get +3/+3 and gain trample until end of turn.

Parallel Evolution TR R, 3GG, **Sorcery**. For each creature token in play, its controller puts a creature token into play that's a copy of that creature. Flashback 4GGG.

Penumbra Bobcat AP C, 2G, **Creature - Cat**, 2/1. When Penumbra Bobcat is put into a graveyard from play, put a 2/1 black Cat creature token into play.

Penumbra Kavu AP U, 4G, **Creature - Kavu**, 3/3. When Penumbra Kavu is put into a graveyard from play, put a 3/3 black Kavu creature token into play.

Penumbra Wurm AP R, 5GG, **Creature - Wurm**, 6/6. Trample. When Penumbra Wurm is put into a graveyard from play, put a 6/6 black Wurm creature token with trample into play.

Pincer Spider IN C, 2G, **Creature - Spider**, 2/3. Kicker 3. Pincer Spider may block as though it had flying. If you paid the kicker cost, Pincer Spider comes into play with a +1/+1 counter on it.

Piper's Melody OD U, G, **Sorcery**. Shuffle any number of target creature cards from your graveyard into your library.

Planeswalker's Favor PS R, 2G, **Enchantment**. 3G. Target opponent reveals a card at random in his or her hand. Target creature gets +X/+X until end of turn, where X is the revealed card's converted mana cost.

Possessed Centaur TR R, 2GG, **Creature - Centaur**, 3/3. Trample. Threshold - Possessed Centaur gets +1/+1, is black, and has "2B, Destroy target green creature."

Pride of Lions 7th U, 3GG, **Creature - Cat**, 4/4. You may have Pride of Lions deal its combat damage to defending player as though it weren't blocked.

Primal Frenzy OD C, G, **Enchant Creature**. Enchanted creature has trample.

Primal Growth PS C, 2G, **Sorcery**. Kicker - Sacrifice a creature. Search your library for a basic land card, put that card into play, then shuffle your library. If you paid the kicker cost, instead search your library for two basic land cards, put them into play, then shuffle your library.

Pulse of Llanowar IN U, 3GG, **Enchantment**. If a basic land you control is tapped for mana, it produces mana of any one color instead of its normal type.

Pygmy Kavu PS C, 3G, **Creature - Kavu**, 1/2. When Pygmy Kavu comes into play, draw a card for each black creature your opponents control.

Quirion Dryad PS R, 1G, **Creature - Dryad**, 1/1. Whenever you play a white, blue, black, or red spell, put a +1/+1 counter on Quirion Dryad.

Quirion Elves IN C, 1G, **Creature - Elf**, 1/1. As Quirion Elves comes into play, choose a color. Add G to your mana pool. Add one mana of the chosen color to your mana pool.

Quirion Explorer PS C, 1G, **Creature - Elf**, 1/1. Add to your mana pool one mana of any color that a land an opponent controls could produce.

Quirion Sentinel IN C, 1G, **Creature - Elf**, 2/1. When Quirion Sentinel comes into play, add one mana of any color to your mana pool.

Quirion Trailblazer IN C, 3G, **Creature - Elf**, 1/2. When Quirion Trailblazer comes into play, you may search your library for a basic land card and put that card into play tapped. If you do, shuffle your library.

Rabid Elephant OD C, 4G, **Creature - Elephant**, 3/4. Whenever Rabid Elephant becomes blocked, it gets +2/+2 until end of turn for each creature blocking it.

Rampant Growth 7th C, 1G, **Sorcery**. Search your library for a basic land card and put that card into play tapped. Then shuffle your library.

Reclaim 7th C, G, **Instant**. Put target card from your graveyard on top of your library.

Redwood Treefolk 7th C, 4G, **Creature - Treefolk**, 3/6

Refresh OD C, 2G, **Instant**. Regenerate target creature. Draw a card.

Regeneration 7th C, 1G, **Enchant Creature**. G. Regenerate enchanted creature.

Restock IN R, 3GG, **Sorcery**. Return two target cards from your graveyard to your hand. Remove Restock from the game.

Rites of Spring OD C, 1G, **Sorcery**. Discard any number of cards from your hand. Search your library for that many basic land cards, reveal those cards, and put them into your hand. Then shuffle your library.

Roar of the Wurm OD U, 6G, **Sorcery**. Put a 6/6 green Wurm creature token into play. Flashback 3G.

Root Greevil PS C, 3G, **Creature - Beast**, 2/3. 2G. Sacrifice Root Greevil: Destroy all enchantments of the color of your choice.

Rooting Kavu IN U, 2GG, **Creature - Kavu**, 4/3. When Rooting Kavu is put into a graveyard from play, you may remove Rooting Kavu from the game. If you do, shuffle all creature cards from your graveyard into your library.

Rowen 7th R, 2GG, **Enchantment**. Reveal the first card you draw each turn. Whenever you reveal a basic land card this way, draw a card.

Saproling Infestation IN R, 1G, **Enchantment**. Whenever a player pays a kicker cost, you put a 1/1 green Saproling creature token into play.

Saproling Symbiosis IN R, 3G, **Sorcery**. You may play Saproling Symbiosis any time you could play an instant if you pay 2 more to play it. Put a 1/1 green Saproling creature token into play for each creature you control.

Savage Gorilla AP C, 4G, **Creature - Ape**, 3/3. UB. Sacrifice Savage Gorilla: Target creature gets -3/-3 until end of turn. Draw a card.

Scavenger Folk 7th U, G, **Creature - Scavenger**, 1/1. G. Sacrifice Scavenger Folk. Destroy target artifact.

Scouting Trek IN U, 1G, **Sorcery**. Search your library for any number of basic land cards. Reveal those cards, then shuffle your library and put them on top of it.

Seeker of Skybrek 7th C, 1G, **Creature - Elf**, 2/1. Untap target creature.

Serpentine Kavu IN C, 4G, **Creature - Kavu**, 4/4. R. Serpentine Kavu gains haste until end of turn.

Seton, Krosan Protector OD R, 2GG, **Creature - Centaur**, 2/2. Tap an untapped Druid you control: Add G to your mana pool.

Seton's Desire OD C, 2G, **Enchant Creature**. Enchanted creature gets +2/+2. Threshold - All creatures able to block enchanted creature do so.

Seton's Scout TR U, 1G, **Creature - Centaur**, 2/1. Seton's Scout may block as though it had flying. Threshold - Seton's Scout gets +2/+2.

Shanodin Dryads 7th C, 4G, **Creature - Dryad**, 1/1. Forestwalk

Simplify OD C, G, **Sorcery**. Each player sacrifices an enchantment.

Skyshooter OD U, 1GG, **Creature - Centaur**, 1/2. Skyshooter may block as though it had flying. Sacrifice Skyshooter: Destroy target attacking or blocking creature with flying.

Skyshroud Blessing PS U, 1G, **Instant**. Lands can't be the targets of spells or abilities this turn. Draw a card.

Spellbane Centaur OD R, 2G, **Creature - Centaur**, 3/2. Blue spells you control can't be the targets of blue spells or abilities from blue sources.

Spined Wurm 7th C, 4G, **Creature - Wurm**, 5/4

Springing Tiger OD C, 3G, **Creature - Cat**, 3/3. Threshold - Springing Tiger gets +2/+2.

Squall 7th C, 2G, **Sorcery**. Squall deals 2 damage to each creature with flying.

Squirrel Mob OD R, 1GG, **Creature - Squirrel**, 2/2. Squirrel Mob gets +1/+1 for each other Squirrel in play.

Squirrel Nest OD U, 1GG, **Enchant Land**. Enchanted land has "Put a 1/1 green Squirrel creature token into play."

Still Life OD U, 1GG, **Enchantment**. GG. Still Life becomes a 4/3 Centaur creature until end of turn. It's still an enchantment.

Stone Kavu PS C, 4G, **Creature - Kavu**, 3/3. R. Stone Kavu gets +1/+0 until end of turn. W. Stone Kavu gets +0/+1 until end of turn.

Stone-Tongue Basilisk OD R, 4GGG, **Creature - Basilisk**, 4/5. Whenever Stone-Tongue Basilisk deals combat damage to a creature, destroy that creature at end of combat. Threshold - All creatures able to block Stone-Tongue Basilisk do so.

Stream of Life 7th C, XG, **Sorcery**. Target player gains X life.

Strength of Night AP C, 2G, **Instant**. Kicker B. Creatures you control get +1/+1 until end of turn. If you paid the kicker cost, Zombies you control get an additional +2/+2 until end of turn.

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Sulam Djinn IN

U, 5G, Creature - Djinn, 6/6. Trample. Sulam Djinn gets -2/-2 as long as green is the most common color among all permanents or is tied for most common.

Sylvan Messenger AP

U, 3G, Creature - Elf, 2/2. Trample. When Sylvan Messenger comes into play, reveal the top four cards of your library. Put all Elf cards revealed this way into your hand and the rest on the bottom of your library.

Sylvan Might OD

U, 1G, Instant. Target creature gets +2/+2 and gains trample until end of turn. Flashback 2GG.

Symbiotic Exploit AP

R, 2G, Enchantment. Skip your draw step. 1, Tap two untapped creatures you control. Draw a card.

Tangle IN

U, 1G, Instant. Prevent all combat damage that would be dealt this turn. Attacking creatures don't untap during their controllers' next untap steps.

Terravore OD

R, 1GG, Creature - Lhurgyf, */*. Trample. Terravore's power and toughness are each equal to the number of land cards in all graveyards.

Thicket Elemental IN

R, 3GG, Creature - Elemental, 4/4. Kicker 1G. When Thicket Elemental comes into play, if you paid the kicker cost, you may reveal cards from the top of your library until you reveal a creature card. If you do, put that card into play and shuffle all other cards revealed this way into your library.

Thorn Elemental 7th

R, 5GG, Creature - Elemental, 7/7. You may have Thorn Elemental deal its combat damage to defending player as though it weren't blocked.

Thornscape Apprentice IN

C, G, Creature - Wizard, 1/1. W. Tap target creature. R. Target creature gains first strike until end of turn.

Thornscape Battlemage PS

U, 2G, Creature - Wizard, 2/2. Kicker R and/or W. When Thornscape Battlemage comes into play, if you paid the R kicker cost, Thornscape Battlemage deals 2 damage to target creature or player. When Thornscape Battlemage comes into play, if you paid the W kicker cost, destroy target artifact.

Thornscape Familiar PS

C, 1G, Creature - Insect, 2/1. Red spells and white spells you cast cost 1 less to play.

Thornscape Master IN

R, 2GG, Creature - Wizard, 2/2. RR. Tap target creature. WW. Target creature gains protection from the color of your choice until end of turn.

Thoughtleech 7th

U, 6G, Enchantment. Whenever an island an opponent controls becomes tapped, you may gain 1 life.

Trained Armodon 7th

C, 1GG, Creature - Elephant, 3/3

Tranquil Path AP

C, 4G, Sorcery. Destroy all enchantments. Draw a card.

Tranquility 7th/IN

C, 2G, Sorcery. Destroy all enchantments.

Treefolk Healer IN

U, 4G, Creature - Treefolk, 2/3. 2W. Prevent the next 2 damage that would be dealt to target creature or player this turn.

Treefolk Seedlings 7th

U, 2G, Creature - Treefolk, 2/?. Treefolk Seedlings's toughness is equal to the number of forests you control.

Twigwalker OD

U, 2G, Creature - Insect, 2/2. 1G. Sacrifice Twigwalker. Two target creatures each get +2/+2 until end of turn.

Uktabi Wildcats 7th

R, 4G, Creature - Cat, */*. Uktabi Wildcats's power and toughness are each equal to the number of forests you control. G. Sacrifice a forest: Regenerate Uktabi Wildcats.

Untamed Wilds 7th

U, 2G, Sorcery. Search your library for a basic land card and put that card into play. Then shuffle your library.

Urborg Elf AP

C, 1G, Creature - Elf, 1/1. Add G, U, or B to your mana pool.

Utopia Tree IN

R, 1G, Creature - Plant, 0/2. Add one mana of any color to your mana pool.

Verdant Succession OD

R, 4G, Enchantment. Whenever a green nontoken creature is put into a graveyard from play, that creature's controller may search his or her library for a card with the same name as that creature and put it into play. If that player does, he or she then shuffles his or her library.

Verdeloth the Ancient IN

R, 4GG, Creature - Treefolk Legend, 4/7. Kicker X. All other Treefolk and all Saprolings get +1/+1. When Verdeloth the Ancient comes into play, if you paid the kicker cost, tap X 1/1 green Saproling creature tokens into play.

Verduran Emissary IN

U, 2G, Creature - Wizard, 2/3. Kicker 1R. When Verduran Emissary comes into play, if you paid the kicker cost, destroy target artifact. It can't be regenerated.

Verduran Enchantress 7th

R, 1GG, Creature - Druid, 0/2. Whenever you play an enchantment spell, you may draw a card.

Vernal Bloom 7th

R, 2G, Enchantment. Whenever a forest is tapped for mana, its controller adds G to his or her mana pool.

Vigorous Charge IN

C, G, Instant. Kicker W. Target creature gains trample until end of turn. Whenever that creature deals combat damage this turn, if you paid the kicker cost, you gain life equal to that damage.

Vivify OD

U, 2G, Instant. Target land becomes a 3/3 creature until end of turn. It's still a land. Draw a card.

Wallop IN

U, 1G, Sorcery. Destroy target blue or black creature with flying.

Wandering Stream IN

C, 2G, Sorcery. You gain 2 life for each basic land type among lands you control.

Werebear OD

C, 1G, Creature - Druid Bear, 1/1. Add G to your mana pool. Threshold - Werebears gets +3/+3.

Whip Silk IN

C, G, Enchant Creature. Enchanted creature may block as though it had flying. G. Return Whip Silk to its owner's hand.

Wild Growth 7th

C, G, Enchantment. Whenever enchanted land is tapped for mana, its controller adds G to his or her mana pool.

Wild Mongrel OD

C, 1G, Creature - Hound, 2/2. Discard a card from your hand: Wild Mongrel gets +1/+1 and becomes the color of your choice until end of turn.

Wing Snare 7th

U, 2G, Sorcery. Destroy target creature with flying.

Wood Elves 7th

C, 2G, Creature - Elf, 1/1. When Wood Elves comes into play, search your library for a forest card and put that card into play. Then shuffle your library.

Woodland Druid OD

C, G, Creature - Druid, 1/2

Yavimaya Enchantress 7th

U, 2G, Creature - Druid, 2/2. Yavimaya Enchantress gets +1/+1 for each enchantment in play.

Zoologist OD

R, 3G, Creature - Druid, 1/2. 3G. Reveal the top card of your library. If it's a creature card, put it into play. Otherwise, put it into your graveyard.

Abandoned Outpost OD

C, Land. Abandoned Outpost comes into play tapped. Add W to your mana pool. Sacrifice Abandoned Outpost: Add one mana of any color to your mana pool.

Adarkar Wastes 7th

R, Land. Add one colorless mana to your mana pool. Add W or U to your mana pool. Adarkar Wastes deals 1 damage to you.

Ancient Spring IN

C, Land. Ancient Spring comes into play tapped. Add U to your mana pool. Sacrifice Ancient Spring: Add WB to your mana pool.

Archaeological Dig IN

U, Land. Add one colorless mana to your mana pool. Sacrifice Archaeological Dig: Add one mana of any color to your mana pool.

Barbarian Ring OD

U, Land. Add R to your mana pool. Barbarian Ring deals 1 damage to you. Threshold - R. Sacrifice Barbarian Ring: Barbarian Ring deals 2 damage to target creature or player.

Battlefield Forge AP

R, Land. Add one colorless mana to your mana pool. Add R or W to your mana pool. Battlefield Forge deals 1 damage to you.

Bog Wreckage OD

C, Land. Bog Wreckage comes into play tapped. Add B to your mana pool. Sacrifice Bog Wreckage: Add one mana of any color to your mana pool.

Brushland 7th

R, Land. Add one colorless mana to your mana pool. Add G or W to your mana pool. Brushland deals 1 damage to you.

Cabal Coiffers TR

U, Land, 2. Add B to your mana pool for each swamp you control.

Cabal Pit OD

U, Land. Add B to your mana pool. Cabal Pit deals 1 damage to you. Threshold - U. Sacrifice Cabal Pit: Target creature gets -2/-2 until end of turn.

Caves of Kolos AP

R, Land. Add one colorless mana to your mana pool. Add U or B to your mana pool. Caves of Kolos deals 1 damage to you.

Centaur Garden OD

U, Land. Add G to your mana pool. Centaur Garden deals 1 damage to you. Threshold - G. Sacrifice Centaur Garden: Target creature gets +3/+3 until end of turn.

Cephalid Coliseum OD

U, Land. Add U to your mana pool. Cephalid Coliseum deals 1 damage to you. Threshold - U. Sacrifice Cephalid Coliseum: Target player draws three cards, then discards three cards from his or her hand.

City of Brass 7th

R, Land. Whenever City of Brass becomes tapped, it deals 1 damage to you. Add one mana of any color to your mana pool.

Coastal Tower IN

U, Land. Coastal Tower comes into play tapped. Add W or U to your mana pool.

Cross's Catacombs PS

U, Land. Cross's Catacombs is a Lair in addition to its land type. When Cross's Catacombs comes into play, sacrifice it unless you return a non-Lair land you control to its owner's hand. Add U, B, or G to your mana pool.

Crystal Quarry OD

R, Land. Add one colorless mana to your mana pool. 5. Add WUBRG to your mana pool.

Darigaaz's Caldera PS

U, Land. Darigaaz's Caldera is a Lair in addition to its land type. When Darigaaz's Caldera comes into play, sacrifice it unless you return a non-Lair land you control to its owner's hand. Add B, R, or G to your mana pool.

Darkwater Catacombs OD

R, Land, 1. Add UB to your mana pool. Deserted Temple

R, Land. Add one colorless mana to your mana pool. 1. Untap target land.

Dromar's Cavern PS

U, Land. Dromar's Cavern is a Lair in addition to its land type. When Dromar's Cavern comes into play, sacrifice it unless you return a non-Lair land you control to its owner's hand. Add W, U, or B to your mana pool.

Elfhame Palace IN

U, Land. Elfhame Palace comes into play tapped. Add G or W to your mana pool.

Forest 7th/IN/OD

L, Land. G

Forsaken City PS

R, Land. Forsaken City doesn't untap during your untap step. At the beginning of your upkeep, you may remove a card in your hand from the game. If you do, untap Forsaken City. Add one mana of any color to your mana pool.

Geothermal Crevice IN

C, Land. Geothermal Crevice comes into play tapped. Add R to your mana pool. Sacrifice Geothermal Crevice: Add BG to your mana pool.

Irrigation Ditch IN

C, Land. Irrigation Ditch comes into play tapped. Add W to your mana pool. Sacrifice Irrigation Ditch: Add GU to your mana pool.

Island 7th/IN/OD

L, Land. U

Karplusan Forest 7th

R, Land. Add one colorless mana to your mana pool. Add R or G to your mana pool. Karplusan Forest deals 1 damage to you.

Keldon Necropolis IN

R, Land. Add one colorless mana to your mana pool. 4R. Sacrifice a creature: Keldon Necropolis deals 2 damage to target creature or player.

Llanowar Wastes AP

R, Land. Add one colorless mana to your mana pool. Add B or G to your mana pool. Llanowar Wastes deals 1 damage to you.

Meteor Crater PS

R, Land. Choose a color of a permanent you control. Add one mana of that color to your mana pool.

Mossfire Valley OD

R, Land, 1. Add RG to your mana pool. Mountain 7th/IN/OD

L, Land. R

Nomad Stadium OD

U, Land. Add W to your mana pool. Nomad Stadium deals 1 damage to you. Threshold - W. Sacrifice Nomad Stadium: You gain 4 life.

Petrified Field OD

R, Land. Add one colorless mana to your mana pool. Sacrifice Petrified Field: Return target land card from your graveyard to your hand.

Plains 7th/IN/OD

L, Land. W

Ravaged Highlands OD

C, Land. Ravaged Highlands comes into play tapped. Add R to your mana pool. Sacrifice Ravaged Highlands: Add one mana of any color to your mana pool.

Rith's Grove PS

U, Land. Rith's Grove is a Lair in addition to its land type. When Rith's Grove comes into play, sacrifice it unless you return a non-Lair land you control to its owner's hand. Add R, G, or W to your mana pool.

Salt Marsh IN

U, Land. Salt Marsh comes into play tapped. Add U or B to your mana pool.

Seafloor Debris OD

C, Land. Seafloor Debris comes into play tapped. Add U to your mana pool. Sacrifice Seafloor Debris: Add one mana of any color to your mana pool.

Shadowblood Ridge OD

R, Land, 1. Add BR to your mana pool. Shivan Oasis

IN

U, Land. Shivan Oasis comes into play tapped. Add R or G to your mana pool.

Shivan Reef AP

R, Land. Add one colorless mana to your mana pool. Add U or R to your mana pool. Shivan Reef deals 1 damage to you.

Skycloud Expanse OD

R, Land, 1. Add WU to your mana pool. Sulfur Vent

IN

C, Land. Sulfur Vent comes into play tapped. Add B to your mana pool. Sacrifice Sulfur Vent: Add UR to your mana pool.

Sulfurous Springs 7th

R, Land. Add one colorless mana to your mana pool. Add B or R to your mana pool. Sulfurous Springs deals 1 damage to you.

Sunglass Prairie OD

R, Land, 1. Add GW to your mana pool. Swamp 7th/IN/OD

L, Land. B

Tainted Field TR

U, Land. Add one colorless mana to your mana pool. Add W or B to your mana pool. Play this ability only if you control a swamp.

Tainted Isle TR

U, Land. Add one colorless mana to your mana pool. Add U or B to your mana pool. Play this ability only if you control a swamp.

Tainted Peak TR

U, Land. Add one colorless mana to your mana pool. Add B or R to your mana pool. Play this ability only if you control a swamp.

Tainted Wood TR

U, Land. Add one colorless mana to your mana pool. Add B or G to your mana pool. Play this ability only if you control a swamp.

Tarnished Citadel OD

R, Land. Add one colorless mana to your mana pool. Add one mana of any color to your mana pool. Tarnished Citadel deals 3 damage to you.

Terminal Moraine PS

U, Land. Add one colorless mana to your mana pool. 2. Sacrifice Terminal Moraine: Search your library for a basic land card and put that card into play. Then shuffle your library.

Timberland Ruins OD

C, Land. Timberland Ruins comes into play tapped. Add G to your mana pool. Sacrifice Timberland Ruins: Add one mana of any color to your mana pool.

Tinder Farm IN

C, Land. Tinder Farm comes into play tapped. Add R to your mana pool. Sacrifice Tinder Farm: Add RW to your mana pool.

Treva's Ruins PS

U, Land. Treva's Ruins is a Lair in addition to its land type. When Treva's Ruins comes into play, sacrifice it unless you return a non-Lair land you control to its owner's hand. Add G, W, or U to your mana pool.

Underground River 7th

R, Land. Add one colorless mana to your mana pool. Add U or B to your mana pool. Underground River deals 1 damage to you.

Urborg Volcano IN

U, Land. Urborg Volcano comes into play tapped. Add B or R to your mana pool.

Yavimaya Coast AP

R, Land. Add one colorless mana to your mana pool. Add G or U to your mana pool. Yavimaya Coast deals 1 damage to you.

Accelerate TR

C, 1R, Instant. Target creature gains haste until end of turn. Draw a card.

Acceptable Losses OD

C, 3R, Sorcery. As an additional cost to play Acceptable Losses, discard a card at random from your hand. Acceptable Losses deals 5 damage to target creature.

Aether Flash 7th

U, 2RR, Enchantment. Whenever a creature comes into play, Aether Flash deals 2 damage to it.

Anarchist OD

C, 4R, Creature - Townsfolk, 2/2. When Anarchist comes into play, you may return target sorcery card from your graveyard to your hand.

Ancient Kavv IN

C, 3R, Creature - Kavv, 3/3. 2. Ancient Kavv becomes colorless until end of turn.

Ashen Fireblast OD

R, 6RR, Creature - Beast, 6/6. 1R. Ashen Fireblast deals 1 damage to each creature without flying.

Balduvian Barbarians 7th

C, 1RR, Creature - Barbarian, 3/2

Balthor the Stout TR

R, 1RR, Creature - Dwarf Legend, 2/2. All Barbarians get +1/+1. R. Target Barbarian gets +1/+0 until end of turn.

Barbarian Lunatic OD

C, 2R, Creature - Barbarian, 2/1. 2R. Sacrifice Barbarian Lunatic: Barbarian Lunatic deals 2 damage to target creature.

Barbarian Outcast TR

C, 1R, Creature - Barbarian Beast, 2/2. When you control no swamps, sacrifice Barbarian Outcast.

Bash to Bits OD

U, 3R, Instant. Destroy target artifact. Flashback 4RR.

Battle Strain OD

U, 1

- Dwarven Grunt** OD
C, R, **Creature - Dwarf**, 1/1. Mountainwalk
- Dwarven Landslide** AP
C, R, **Sorcery**. Kicker - 2R. Sacrifice a land. Destroy target land. If you paid the kicker cost, destroy another target land.
- Dwarven Patrol** AP
U, 2R, **Creature - Dwarf**, 4/2. Dwarven Patrol doesn't untap during your untap step. Whenever you play a nonred spell, untap Dwarven Patrol.
- Dwarven Recruiter** OD
U, 2R, **Creature - Dwarf**, 2/2. When Dwarven Recruiter comes into play, search your library for any number of Dwarf cards and reveal those cards. Shuffle your library, then put them on top of it in any order.
- Dwarven Shrine** OD
R, 1RR, **Enchantment**. Whenever a player plays a spell, Dwarven Shrine deals X damage to that player, where X is twice the number of cards in all graveyards with the same name as that spell.
- Dwarven Strike Force** OD
U, 4R, **Creature - Dwarf**, 4/3. Discard a card at random from your hand: Dwarven Strike Force gains first strike and haste until end of turn.
- Earth Rift** OD
C, 3R, **Sorcery**. Destroy target land. Flashback 5RR.
- Earthquake** 7th
R, XR, **Sorcery**. Earthquake deals X damage to each creature without flying and each player.
- Ember Beast** OD
C, 2R, **Creature - Beast**, 3/4. Ember Beast can't attack or block alone.
- Engulfing Flames** OD
U, R, **Instant**. Engulfing Flames deals 1 damage to target creature. It can't be regenerated this turn. Flashback 3R.
- Enslaved Dwarf** TR
C, R, **Creature - Dwarf**, 1/1. R. Sacrifice Enslaved Dwarf. Target black creature gets +1/+0 and gains first strike until end of turn.
- Epitaph** OD
R, 4R, **Sorcery**. Target player sacrifices a land. Threshold - All players sacrifice all lands instead.
- Fervor** 7th
R, 2R, **Enchantment**. Creatures you control have haste.
- Fiery Temper** TR
C, 1RR, **Instant**. Fiery Temper deals 3 damage to target creature or player. Madness 7R.
- Final Fortune** 7th
R, RR, **Instant**. Take an extra turn after this one. At the end of that turn, you lose the game.
- Fire Elemental** 7th
U, 3RR, **Creature - Elemental**, 5/4
- Firebolt** OD
C, R, **Sorcery**. Firebolt deals 2 damage to target creature or player. Flashback 4R.
- Firebrand Ranger** IN
U, 1R, **Creature - Soldier**, 2/1. G. Put a basic land card from your hand into play.
- Flame Burst** OD
C, 1R, **Instant**. Flame Burst deals X damage to target creature or player, where X is 2 plus the number of cards named Flame Burst in all graveyards.
- Flame tongue Kavu** PS
U, 3R, **Creature - Kavu**, 4/2. When Flame tongue Kavu comes into play, it deals 4 damage to target creature.
- Flaming Gambit** TR
U, XR, **Instant**. Flaming Gambit deals X damage to target player. That player may choose a creature he or she controls and have Flaming Gambit deal that damage to it instead. Flashback XRR.
- Flash of Defiance** TR
C, 1R, **Sorcery**. Players can't block with green and/or white creatures this turn. Flashback -1R, Pay 3 life.
- Frenetic Ogre** OD
U, 4R, **Creature - Ogre**, 2/3. R. Discard a card at random from your hand: Frenetic Ogre gets +3/+0 until end of turn.
- Ghitu Fire** IN
R, XR, **Sorcery**. You may play Ghitu Fire any time you could play an instant if you pay 2 more to play it. Ghitu Fire deals X damage to target creature or player.
- Ghitu Fire-Eater** 7th
U, 2R, **Creature - Nomad**, 2/2. Sacrifice Ghitu Fire-Eater: Ghitu Fire-Eater deals damage equal to its power to target creature or player.
- Goblin Chariot** 7th
C, 2R, **Creature - Goblin**, 2/2. Haste
- Goblin Digging Team** 7th
C, R, **Creature - Goblin**, 1/1. Sacrifice Goblin Digging Team: Destroy target wall.
- Goblin Elite Infantry** 7th
C, 1R, **Creature - Goblin**, 2/2. Whenever Goblin Elite Infantry blocks or becomes blocked, it gets -1/-1 until end of turn.
- Goblin Game** PS
R, 5RR, **Sorcery**. Each player hides at least one object, then all players reveal them simultaneously. Each player loses life equal to the number of objects he or she revealed. The player who revealed the fewest objects then loses half his or her life, rounded up. If two or more players are tied for fewest, each loses half his or her life, rounded up.
- Goblin Gardener** 7th
C, 3R, **Creature - Goblin**, 2/1. When Goblin Gardener is put into a graveyard from play, destroy target land.
- Goblin Glider** 7th
U, 1R, **Creature - Goblin**, 1/1. Flying. Goblin Glider can't block.
- Goblin King** 7th
R, 1RR, **Creature - Lord**, 2/2. All Goblinks get +1/+1 and have mountainwalk.
- Goblin Matron** 7th
U, 2R, **Creature - Goblin**, 1/1. When Goblin Matron comes into play, you may search your library for a Goblin card. If you do, reveal that card and put it into your hand. Then shuffle your library.
- Goblin Raider** 7th
C, 1R, **Creature - Goblin**, 2/2. Goblin Raider can't block.
- Goblin Ringleader** AP
U, 3R, **Creature - Goblin**, 2/2. Haste. When Goblin Ringleader comes into play, reveal the top four cards of your library. Put all Goblin cards revealed this way into your hand and the rest on the bottom of your library.
- Goblin Spelunkers** 7th
C, 2R, **Creature - Goblin**, 2/2. Mountainwalk
- Goblin Spy** IN
U, R, **Creature - Goblin**, 1/1. Play with the top card of your library revealed.
- Goblin War Drums** 7th
U, 2R, **Enchantment**. Each creature you control can't be blocked except by two or more creatures.
- Granite Grip** 7th
C, 2R, **Enchant Creature**. Enchanted creature gets +1/+0 for each mountain you control.
- Grim Lavamancer** TR
R, R, **Creature - Wizard**, 1/1. R. Remove two cards in your graveyard from the game: Grim Lavamancer deals 2 damage to target creature or player.
- Halam Djinn** IN
U, 5R, **Creature - Djinn**, 6/5. Haste. Halam Djinn gets -2/-2 as long as red is the most common color among all permanents or is tied for most common.
- Halberdier** OD
C, 3R, **Creature - Barbarian**, 3/1. First strike
- Hell-Bent Raider** TR
R, 1RR, **Creature - Barbarian**, 2/2. First strike, haste. Discard a card at random from your hand: Hell-Bent Raider gains protection from white until end of turn.
- Hill Giant** 7th
C, 3R, **Creature - Giant**, 3/3
- Hooded Kavu** IN
C, 2R, **Creature - Kavu**, 2/2. B. Hooded Kavu can't block this turn except by artifact creatures and/or black creatures.
- Illuminate** AP
U, XR, **Sorcery**. Kicker 2R and/or 3U. Illuminate deals X damage to target creature. If you paid the 2R kicker cost, Illuminate deals X damage to that creature's controller. If you paid the 3U kicker cost, you draw X cards.
- Impatience** 7th
R, 2R, **Enchantment**. At the end of each player's turn, if that player didn't play a spell that turn, Impatience deals 2 damage to him or her.
- Implode** PS
U, 4R, **Sorcery**. Destroy target land. Draw a card.
- Impulsive Maneuvers** OD
R, 2RR, **Enchantment**. Whenever a creature attacks, flip a coin. If you win the flip, the next time that creature would deal combat damage this turn, it deals double that damage instead. If you lose the flip, the next time that creature would deal combat damage this turn, prevent that damage.
- Inferno** 7th
R, 5RR, **Instant**. Inferno deals 6 damage to each creature and each player.
- Insolence** PS
C, 2R, **Enchant Creature**. Whenever enchanted creature becomes tapped, Insolence deals 2 damage to that creature's controller.
- Kamahl, Pit Fighter** OD
R, 4RR, **Creature - Barbarian Legend**, 6/1. Haste. Kamahl, Pit Fighter deals 3 damage to target creature or player.
- Kamahl's Desire** OD
C, 1R, **Enchant Creature**. Enchanted creature has first strike. Threshold - Enchanted creature gets +3/+0.
- Kamahl's Sledge** TR
C, 5RR, **Sorcery**. Kamahl's Sledge deals 4 damage to target creature. Threshold - Instead Kamahl's Sledge deals 4 damage to that creature and 4 damage to that creature's controller.
- Kavu Aggressor** IN
C, 2R, **Creature - Kavu**, 3/2. Kicker 4. Kavu Aggressor can't block. If you paid the kicker cost, Kavu Aggressor comes into play with a +1/+1 counter on it.
- Kavu Glider** AP
C, 2R, **Creature - Kavu**, 2/1. W. Kavu Glider gets +0/-1 until end of turn. U: Kavu Glider gains flying until end of turn.
- Kavu Monarch** IN
R, 2RR, **Creature - Kavu**, 3/3. All Kavus have trample. Whenever another Kavu comes into play, put a +1/+1 counter on Kavu Monarch.
- Kavu Recluse** PS
C, 2R, **Creature - Kavu**, 2/2. Target land becomes a forest until end of turn.
- Kavu Runner** IN
U, 3R, **Creature - Kavu**, 3/3. Kavu Runner has haste as long as no opponent controls a white or blue creature.
- Kavu Scout** IN
C, 2R, **Creature - Kavu**, 0/2. Kavu Scout gets +1/+0 for each basic land type among lands you control.
- Keldon Mantle** PS
C, 1R, **Enchant Creature**. R: Regenerate enchanted creature. R: Enchanted creature gets +1/+0 until end of turn. G: Enchanted creature gains trample until end of turn.
- Lava Axe** 7th
C, 4R, **Sorcery**. Lava Axe deals 5 damage to target player.
- Lava Blister** OD
U, 1R, **Sorcery**. Destroy target nonbasic land unless its controller has Lava Blister deal 6 damage to him or her.
- Lightning Blast** 7th
C, 3R, **Instant**. Lightning Blast deals 4 damage to target creature or player.
- Lightning Dart** IN
U, 1R, **Instant**. Lightning Dart deals 1 damage to target creature. If that creature is white or blue, Lightning Dart deals 4 damage to it instead.
- Lightning Elemental** 7th
C, 3R, **Creature - Elemental**, 4/1. Haste
- Liquid Fire** OD
U, 4RR, **Sorcery**. Liquid Fire deals 5 damage divided as you choose between target creature and that creature's controller.
- Loafing Giant** IN
U, 4R, **Creature - Giant**, 4/6. Whenever Loafing Giant attacks or blocks, put the top card of your library into your graveyard. If that card is a land card, prevent all combat damage that Loafing Giant would deal this turn.
- Longhorn Firebeast** TR
C, 2R, **Creature - Beast**, 3/2. When Longhorn Firebeast comes into play, any opponent may have it deal 5 damage to him or her. If a player does, sacrifice Longhorn Firebeast.
- Mad Dog** OD
C, 1R, **Creature - Hound**, 2/2. At the end of your turn, if Mad Dog didn't attack or come under your control this turn, sacrifice it.
- Mages' Contest** IN
R, 1RR, **Instant**. You and target spell's controller bid life. You start the bidding with a high bid of 1. In turn order, each player may top the high bid. The bidding ends when the high bid stands. The highest bidder loses life equal to the high bid. If you win the bidding, counter that spell.
- Magma Burst** PS
C, 3R, **Instant**. Kicker - Sacrifice two lands. Magma Burst deals 3 damage to target creature or player. If you paid the kicker cost, Magma Burst deals 3 damage to another target creature or player.
- Magma Vein** OD
U, 2R, **Enchantment**. R: Sacrifice a land: Magma Vein deals 1 damage to each creature without flying.
- Magnivore** OD
R, 2RR, **Creature - Lhurgoyf**, */*. Haste. Magnivore's power and toughness are each equal to the number of sorcery cards in all graveyards.
- Mana Clash** 7th
R, R, **Sorcery**. You and target opponent each flip a coin. Mana Clash deals 1 damage to each player whose coin comes up tails. Repeat this process until both players' coins come up heads on the same flip.
- Maniacal Rage** IN
C, 1R, **Enchant Creature**. Enchanted creature gets +2/+2 and can't block.
- Mine Layer** OD
R, 3R, **Creature - Dwarf**, 1/1. 1R. Put a mine counter on target land. Whenever a land with a mine counter on it becomes tapped, destroy it. When Mine Layer leaves play, remove all mine counters from all lands.
- Minotaur Explorer** OD
U, 1R, **Creature - Minotaur**, 3/3. When Minotaur Explorer comes into play, sacrifice it unless you discard a card at random from your hand.
- Minotaur Tactician** AP
C, 3R, **Creature - Minotaur**, 1/1. Haste. Minotaur Tactician gets +1/+1 as long as you control a white creature. Minotaur Tactician gets +1/+1 as long as you control a blue creature.
- Mire Kavu** PS
C, 3R, **Creature - Kavu**, 3/2. Mire Kavu gets +1/+1 as long as you control a swamp.
- Mogg Jailer** PS
U, 1R, **Creature - Goblin**, 2/2. Mogg Jailer can't attack if defending player controls an untapped creature with power 2 or less.
- Mogg Sentry** PS
R, R, **Creature - Goblin**, 1/1. Whenever an opponent plays a spell, Mogg Sentry gets +2/+2 until end of turn.
- Molten Influence** OD
R, 1R, **Instant**. Counter target instant or sorcery spell unless its controller has Molten Influence deal 4 damage to him or her.
- Mudhole** OD
R, 2R, **Instant**. Target player removes all land cards in his or her graveyard from the game.
- Need for Speed** OD
R, R, **Enchantment**. Sacrifice a land: Target creature gains haste until end of turn.
- Obliterate** IN
R, 6RR, **Sorcery**. Obliterate can't be countered. Destroy all artifacts, creatures, and lands. They can't be regenerated.
- Obstinate Familiar** OD
R, R, **Creature - Lizard**, 1/1. If you would draw a card, you may skip that draw instead.
- Ogre Taskmaster** 7th
U, 3R, **Creature - Ogre**, 4/3. Ogre Taskmaster can't block.
- Okk** 7th
R, 1R, **Creature - Goblin**, 4/4. Okk can't attack unless a creature with greater power also attacks. Okk can't block unless a creature with greater power also blocks.
- Orchish Artillery** 7th
U, 1RR, **Creature - Orc**, 1/3. Orchish Artillery deals 2 damage to target creature or player and 3 damage to you.
- Orchish Oriflamme** 7th
U, 3R, **Enchantment**. Attacking creatures you control get +1/+0.
- Overload** IN
C, R, **Instant**. Kicker 2. Destroy target artifact if its converted mana cost is 2 or less. If you paid the kicker cost, destroy that artifact if its converted mana cost is 5 or less instead.
- Overmaster** TR
R, R, **Sorcery**. The next instant or sorcery spell you play this turn can't be countered by spells or abilities. Draw a card.
- Pardic Arsonist** TR
U, 2RR, **Creature - Barbarian**, 3/3. Threshold - When Pardic Arsonist comes into play, it deals 3 damage to target creature or player.
- Pardic Collaborator** TR
U, 3R, **Creature - Barbarian**, 2/2. First strike. B: Pardic Collaborator gets +1/+1 until end of turn.
- Pardic Firecat** OD
C, 3R, **Creature - Cat**, 2/3. Haste. If Pardic Firecat is in a graveyard, Flame Bursts effect counts it as a card named Flame Burst.
- Pardic Lancer** TR
C, 4R, **Creature - Barbarian**, 3/2. Discard a card at random from your hand: Pardic Lancer gets +1/+0 and gains first strike until end of turn.
- Pardic Miner** OD
R, 1R, **Creature - Dwarf**, 1/1. Sacrifice Pardic Miner: Target player can't play lands this turn.
- Pardic Swordsmith** OD
C, 2R, **Creature - Dwarf**, 1/1. R. Discard a card at random from your hand: Pardic Swordsmith gets +2/+0 until end of turn.
- Petradon** TR
R, 6RR, **Creature - Nightmare Beast**, 5/6. When Petradon comes into play, remove two target lands from the game. When Petradon leaves play, return the removed cards to play under their owners' control. R: Petradon gets +1/+0 until end of turn.
- Petravark** TR
C, 3R, **Creature - Nightmare Beast**, 2/2. When Petravark comes into play, remove target land from the game. When Petravark leaves play, return the removed card to play under its owner's control.
- Pillage** 7th
U, 1RR, **Sorcery**. Destroy target artifact or land. It can't be regenerated.
- Pitchstone Wall** TR
U, 2R, **Creature - Wall**, 2/5. Whenever you discard a card from your hand, you may sacrifice a Pitchstone Wall. If you do, return the discarded card from your graveyard to your hand.
- Planeswalker's Fury** PS
R, 2R, **Enchantment**. 3R: Target opponent reveals a card at random in his or her hand. Planeswalker's Fury deals damage equal to that card's converted mana cost to that player. Play this ability only any time you could play a sorcery.
- Possessed Barbarian** TR
R, 2RR, **Creature - Barbarian Horror**, 3/3. First strike. Threshold - Possessed Barbarian gets +1/+1, is black, and has "2R, Destroy target red creature."
- Pouncing Kavu** IN
C, 1R, **Creature - Kavu**, 1/1. Kicker 2R. First strike. If you paid the kicker cost, Pouncing Kavu comes into play with two +1/+1 counters on it and with haste.
- Price of Glory** OD
U, 2R, **Enchantment**. Whenever a player taps a land for mana during another player's turn, destroy that land.
- Pygmy Pyrosaur** 7th
C, 1R, **Creature - Lizard**, 1/1. Pygmy Pyrosaur can't block. R: Pygmy Pyrosaur gets +1/+0 until end of turn.
- Pyroclasm** 7th
U, 1R, **Sorcery**. Pyroclasm deals 2 damage to each creature.
- Pyromania** TR
U, 2R, **Enchantment**. 1R. Discard a card at random from your hand: Pyromania deals 1 damage to target creature or player. 1R, Sacrifice Pyromania: Pyromania deals 1 damage to target creature or player.
- Pyrotechnics** 7th
U, 4R, **Sorcery**. Pyrotechnics deals 4 damage divided as you choose among any number of target creatures and/or players.
- Radiate** TR
R, 3RR, **Instant**. Choose target instant or sorcery spell that targets only a single permanent or player. For each other permanent or player that spell could target, put a copy of the spell onto the stack. Each copy targets a different one of those permanents and players.
- Rage Weaver** IN
U, 1R, **Creature - Wizard**, 2/1. 2: Target black or green creature gains haste until end of turn.
- Raging Goblin** 7th
C, R, **Creature - Goblin**, 1/1. Haste
- Raka Disciple** AP
C, R, **Creature - Wizard**, 1/1. W. Prevent the next 1 damage that would be dealt to target creature or player this turn. U: Target creature gains flying until end of turn.
- Raka Sanctuary** AP
U, 2R, **Enchantment**. At the beginning of your upkeep, if you control a white or blue permanent, Raka Sanctuary deals 1 damage to target creature. If you control a white permanent and a blue permanent, Raka Sanctuary deals 3 damage to that creature instead.
- Rakavolver** AP
R, 2R, **Creature - Volter**, 2/2. Kicker 1W and/or U. If you paid the 1W kicker cost, Rakavolver comes into play with two +1/+1 counters on it and with "Whenever Rakavolver deals damage, you gain that much life." If you paid the U kicker cost, Rakavolver comes into play with a +1/+1 counter on it and with flying.
- Reckless Charge** OD
C, R, **Sorcery**. Target creature gets +3/+0 and gains haste until end of turn. Flashback 2R.
- Reckless Embargo** 7th
R, 3R, **Creature - Wizard**, 2/2. 1R: Reckless Embargo deals 1 damage to target creature or player and 1 damage to itself.
- Recoup** OD
U, 1R, **Sorcery**. Target sorcery card in your graveyard gains flashback until end of turn. If you play that card this turn, its flashback cost becomes equal to its mana cost as you play it. Flashback 3R.
- Reflexes** 7th
C, R, **Enchant Creature**. Enchanted creature has first strike.
- Relentless Assault** 7th
R, 2RR, **Sorcery**. Untap all creatures that attacked this turn. After this phase, there is an additional combat phase followed by an additional main phase.
- Rites of Initiation** OD
C, R, **Instant**. Discard any number of cards at random from your hand. Creatures you control get +1/+0 until end of turn for each card discarded this way.
- Rogue Kavu** IN
C, 1R, **Creature - Kavu**, 1/1. Whenever Rogue Kavu attacks alone, it gets +2/+0 until end of turn.
- Ruby Leech** IN
R, 1R, **Creature - Leech**, 2/2. First strike. Red spells you play cost R more to play.
- Sabretooth Tiger** 7th
C, 2R, **Creature - Cat**, 2/1. First strike
- Savage Firecat** OD
R, 3RR, **Creature - Cat**, 0/0. Trample. Savage Firecat comes into play with seven +1/+1 counters on it. Whenever you tap a land for mana, remove a +1/+1 counter from Savage Firecat.
- Savage Offensive** IN
C, 1R, **Sorcery**. Kicker G. Creatures you control gain first strike until end of turn. If you paid the kicker cost, they get +1/+1 until end of turn.
- Scarred Puma** IN
C, R, **Creature - Cat**, 2/1. Scarred Puma can't attack unless a black or green creature also attacks.
- Scorching Lava** IN
C, 1R, **Instant**. Kicker R. Scorching Lava deals 2 damage to target creature or player. If you paid the kicker cost, that creature can't be regenerated this turn and if it would be put into a graveyard this turn, remove it from the game instead.
- Scorching Missile** OD
C, 3R, **Sorcery**. Scorching Missile deals 4 damage to target player. Flashback 3R.
- Searing Rays** IN
U, 2R, **Sorcery**. Choose a color. Searing Rays deals damage to each player equal to the number of creatures of that color that player controls.
- Seismic Assault** 7th
R, 4RR, **Enchantment**. Discard a land card from your hand: Seismic Assault deals 2 damage to target creature or player.
- Seize the Day** OD
R, 3R, **Sorcery**. Untap target creature. After this phase, there is an additional combat phase followed by an additional main phase. Flashback 2R.
- Shatter** 7th
C, 1R, **Instant**. Destroy target artifact.
- Shivan Dragon** 7th
R, 4RR, **Creature - Dragon**, 5/5. Flying. R: Shivan Dragon gets +1/+0 until end of turn.
- Shivan Emissary** IN
U, 2R, **Creature - Wizard**, 1/1. Kicker 1R. When Shivan Emissary comes into play, if you paid the kicker cost, destroy target nonblack creature. It can't be regenerated.
- Shivan Harvest** IN
U, 1R, **Enchantment**. 1R. Sacrifice a creature: Destroy target nonbasic land.
- Shock** 7th
C, R, **Instant**. Shock deals 2 damage to target creature or player.
- Shower of Coals** OD
U, 3RR, **Sorcery**. Shower of Coals deals 2 damage to each of up to three target creatures and/or players. Threshold - Shower of Coals deals 4 damage to each of those creatures and/or players instead.
- Singe** PS
C, R, **Instant**. Singe deals 1 damage to target creature. That creature becomes black until end of turn.
- Skittish Kavu** IN
U, 1R, **Creature - Kavu**, 1/1. Skittish Kavu gets +1/+1 as long as no opponent controls a white or blue creature.
- Skizzik** IN
R, 3R, **Creature - Elemental**, 5/3. Kicker R. Trample; haste. At end of turn, sacrifice Skizzik unless the kicker cost was paid.
- Skullscorch** TR
R, 1RR, **Sorcery**. Target player discards two cards at random from his or her hand unless that player has Skullscorch deal 4 damage to him or her.
- Slimy Kavu** IN
C, 2R, **Creature - Kavu**, 2/2. Target land becomes a swamp until end of turn.
- Slingshot Goblin** PS
C, 2R, **Creature - Goblin**, 2/2. R. Slingshot Goblin deals 2 damage to target blue creature.
- Smash** AP
C, 2R, **Instant**. Destroy target artifact. Draw a card.
- Sonic Seizure** TR
C, R, **Instant**. As an additional cost to play Sonic Seizure, discard a card at random from your hand. Sonic Seizure deals 3 damage to target creature or player.
- Spark Mage** OD
U, 1R, **Creature - Dwarf Wizard**, 1/1. Whenever Spark Mage deals combat damage to a player, you may have Spark Mage deal 1 damage to target creature that player controls.
- Spitting Earth** 7th
C, 1R, **Sorcery**. Spitting Earth deals damage equal to the number of mountains you control to target creature.
- Stand or Fall** IN
R, 3R, **Enchantment**. At the beginning of your combat phase, separate all creatures defending player controls into two face-up piles. Only creatures in the pile of that player's choice may block this turn.
- Steam Vines** OD
U, 1RR, **Enchant Land**. When enchanted land becomes tapped, destroy it and Steam Vines deals 1 damage to that land's controller. That player moves Steam Vines to a land of his or her choice.

Stone Rain 7th
C, 2R, Sorcery. Destroy target land.

Storm Shaman 7th
R, 2R, Creature - Cleric, 0/4. R: Storm Shaman gets +1/+0 until end of turn.

Strafe PS
U, R, Sorcery. Strafe deals 3 damage to target nonred creature.

Stun IN
C, 1R, Instant. Target creature can't block this turn. Draw a card.

Sudden Impact 7th
U, 3R, Instant. Sudden Impact deals damage equal to the number of cards in target player's hand to that player.

Tahngarth, Talrum Hero PS
R, 3RR, Creature - Minotaur Legend, 4/4. Attacking doesn't cause Tahngarth, Talrum Hero to tap. 1R, \Rightarrow Tahngarth deals damage equal to its power to target creature. That creature deals damage equal to its power to Tahngarth.

Tahngarth's Glare AP
C, R, Sorcery. Look at the top three cards of target opponent's library, then put them back in any order. That player looks at the top three cards of your library, then puts them back in any order.

Tectonic Instability IN
R, 2R, Enchantment. Whenever a land comes into play, tap all lands its controller controls.

Temporary Insanity TR
U, 3R, Instant. Untap target creature with power less than the number of cards in your graveyard and gain control of it until end of turn. That creature gains haste until end of turn.

Thermal Blast OD
C, 4R, Instant. Thermal Blast deals 3 damage to target creature. Threshold - Thermal Blast deals 5 damage to that creature instead.

Thunderscape Apprentice IN
C, R, Creature - Wizard, 1/1, B. \Rightarrow Target player loses 1 life. G, \Rightarrow Target creature gets +1/+1 until end of turn.

Thunderscape Battlemage PS
U, 2R, Creature - Wizard, 2/2. Kicker 1B and/or G. When Thunderscape Battlemage comes into play, if you paid the 1B kicker cost, target player discards two cards from his or her hand. When Thunderscape Battlemage comes into play, if you paid the G kicker cost, destroy target enchantment.

Thunderscape Familiar PS
C, 1R, Creature - Kavu, 1/1. First strike. Black spells and green spells you play cost 1 less to play.

Thunderscape Master IN
R, 2RR, Creature - Wizard, 2/2. 8B, \Rightarrow Target player loses 2 life and you gain 2 life. GG, \Rightarrow Creatures you control get +2/+2 until end of turn.

Trained Orgg 7th
R, 8R, Creature - Beast, 6/6

Tremble OD
C, 1R, Sorcery. Each player sacrifices a land.

Tremor 7th
C, R, Sorcery. Tremor deals 1 damage to each creature without flying.

Tribal Flames IN
C, 1R, Sorcery. Tribal Flames deals X damage to target creature or player, where X is the number of basic land types among lands you control.

Tundra Kavu AP
C, 2R, Creature - Kavu, 2/2. \Rightarrow Target land becomes a plains or an island until end of turn.

Turf Wound IN
C, 2R, Instant. Target player can't play land cards this turn. Draw a card.

Urza's Rage IN
R, 2R, Instant. Kicker 8R. Urza's Rage can't be countered by spells or abilities. Urza's Rage deals 3 damage to target creature or player. If you paid the kicker cost, instead Urza's Rage deals 10 damage to that creature or player and the damage can't be prevented.

Vlashingo Crappler IN
C, 2R, Creature - Vashino, 3/1. G. Vashingo Crappler gains trample until end of turn.

Violent Eruption TR
U, 1RRR, Instant. Violent Eruption deals 4 damage divided as you choose among any number of target creatures and/or players. Madness 1RR

Volcanic Hammer 7th
C, 1R, Sorcery. Volcanic Hammer deals 3 damage to target creature or player.

Volcanic Spray OD
U, 1R, Sorcery. Volcanic Spray deals 1 damage to each creature without flying and each player. Flashback 1R.

Volley of Boulders OD
R, 8R, Sorcery. Volley of Boulders deals 6 damage divided as you choose among any number of target creatures and/or players. Flashback RRRRRR.

Wall of Fire 7th
U, 1RR, Creature - Wall, 0/5. R: Wall of Fire gets +1/+0 until end of turn.

Whipkeeper OD
U, 2RR, Creature - Dwarf, 1/1. \Rightarrow Whipkeeper deals damage to target creature equal to the damage already dealt to it this turn.

Wild Research AP
R, 2R, Enchantment. 1W: Search your library for an enchantment card and reveal that card. Put it into your hand, then discard a card at random from your hand. Then shuffle your library. 1U: Search your library for an instant card and reveal that card. Put it into your hand, then discard a card at random from your hand. Then shuffle your library.

Wildfire 7th
R, 4RR, Sorcery. Each player sacrifices four lands. Wildfire deals 4 damage to each creature.

Zap IN
C, 2R, Instant. Zap deals 1 damage to target creature or player. Draw a card.



Assault / Battery IN
U, R, 3G, Sorcery / Sorcery. Assault deals 2 damage to target creature or player. / Put a 3/3 green Elephant creature token into play.

Fire / Ice AP
U, 1R / 1U, Instant / Instant. Fire deals 2 damage divided as you choose among any number of target creatures and/or players. / Tap target permanent. Draw a card.

Illusion / Reality AP
U, U, 2G, Instant / Instant. Target spell or permanent becomes the color of your choice until end of turn. / Destroy target artifact.

Life / Death AP
U, G / 1B, Sorcery / Sorcery. Until end of turn, all lands you control are 1/1 creatures that are still lands. / Return target creature card from your graveyard to play. You lose life equal to its converted mana cost.

Night / Day AP
U, B / 2W, Instant / Instant. Target creature gets -1/-1 until end of turn. / Creatures target player controls get +1/+1 until end of turn.

Order / Chaos AP
U, 3W / 2R, Instant / Instant. Remove target attacking creature from the game. / Creatures can't block this turn.

Pain / Suffering IN
U, B / 3R, Sorcery / Sorcery. Target player discards a card from his or her hand. / Destroy target land.

Spite / Malice IN
U, 3U / 3B, Instant / Instant. Counter target noncreature spell. / Destroy target nonblack creature. It can't be regenerated.

Stand / Deliver IN
U, W / 2U, Instant / Instant. Prevent the next 2 damage that would be dealt to target creature this turn. / Return target permanent to its owner's hand.

Wax / Wane IN
U, G / W, Instant / Instant. Target creature gets +2/+2 until end of turn. / Destroy target enchantment.

Benalish Emissary IN
U, 2W, Creature - Wizard, 1/4. Kicker 1G. When Benalish Emissary comes into play, if you paid the kicker cost, destroy target land.

Benalish Heralds IN
U, 3W, Creature - Soldier, 2/4, 3U. \Rightarrow . Draw a card.

Benalish Lancer IN
C, 2W, Creature - Knight, 2/2. Kicker 2W. If you paid the kicker cost, Benalish Lancer comes into play with two +1/+1 counters on it and with first strike.

Benalish Trapper IN
C, 1W, Creature - Soldier, 1/2, W. \Rightarrow . Tap target creature.

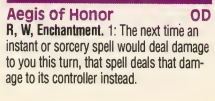
Blessed Orator OD
U, 3W, Creature - Cleric, 1/4. Other creatures you control get +0/+1.

Blessed Reversal 7th
R, 1W, Instant. You gain 3 life for each creature attacking you.

Blinding Light IN
U, 2W, Sorcery. Tap all nonwhite creatures.

Breath of Life 7th
U, 3W, Sorcery. Return target creature card from your graveyard to play.

Aegis of Honor OD
R, W, Enchantment. 1: The next time an instant or sorcery spell would deal damage to you this turn, that spell deals that damage to its controller instead.



Alabaster Leech IN
R, W, Creature - Leech, 1/3. White spells you play cost W more to play.

Ancestral Tribute OD
R, 5WW, Sorcery. You gain 2 life for each card in your graveyard. Flashback 5WWW.

Angel of Mercy IN
U, 4W, Creature - Angel, 3/3. Flying. When Angel of Mercy comes into play, you gain 3 life.

Angel of Retribution TR
R, 6W, Creature - Angel, 5/5. Flying, first strike

Angelfire Crusader AP
C, 3W, Creature - Soldier, 2/3. R: Angelfire Crusader gets +1/+0 until end of turn.

Angelic Page 7th
C, 1W, Creature - Spirit, 1/1. Flying. \Rightarrow Target attacking or blocking creature gets +1/+1 until end of turn.

Angelic Wall OD
C, 1W, Creature - Wall, 0/4. Flying

Animal Boneyard OD
U, 2W, Enchant Land. Enchanted land has \Rightarrow . Sacrifice a creature: You gain life equal to that creature's toughness.

Ardent Militia 7th
U, 4W, Creature - Soldier, 2/5. Attacking doesn't cause Ardent Militia to tap.

Ardent Soldier IN
C, 1W, Creature - Soldier, 1/2. Kicker 2. Attacking doesn't cause Ardent Soldier to tap. If you paid the kicker cost, Ardent Soldier comes into play with a +1/+1 counter on it.

Atalya, Samite Master IN
R, 3WW, Creature - Cleric Legend, 2/3. X, \Rightarrow . Choose one - Prevent the next X damage that would be dealt to target creature this turn; or you gain X life. Spend only white mana this way.

Aura Blast PS
C, 1W, Instant. Destroy target enchantment. Draw a card.

Auramancer OD
C, 2W, Creature - Wizard, 2/2. When Auramancer comes into play, you may return target enchantment card from your graveyard to your hand.

Aurora Griffin PS
C, 3W, Creature - Griffin, 2/2. Flying. W: Target permanent becomes white until end of turn.

Aven Archer OD
U, 3WW, Creature - Bird Soldier, 2/2. Flying. 2W, \Rightarrow . Aven Archer deals 2 damage to target attacking or blocking creature.

Aven Cloudchaser OD
C, 3W, Creature - Bird Soldier, 2/2. Flying. When Aven Cloudchaser comes into play, destroy target enchantment.

Aven Flock OD
C, 4W, Creature - Bird Soldier, 2/3. Flying. W: Aven Flock gets +0/+1 until end of turn.

Aven Shrine OD
R, 1WW, Enchantment. Whenever a player plays a spell, that player gains X life, where X is the number of cards in all graveyards with the same name as that spell.

Aven Trooper TR
C, 3W, Creature - Bird Soldier, 1/1. Flying. 2W, Discard a card from your hand: Aven Trooper gets +1/+2 until end of turn.

Balancing Act OD
R, 2WW, Sorcery. Each player chooses a number of permanents he or she controls equal to the number of permanents controlled by the player who controls the fewest, then sacrifices the rest. Each player discards cards from his or her hand the same way.

Bejoved Chaplain OD
U, 1W, Creature - Cleric, 1/1. Protection from creatures

Benlish Emissary IN
U, 2W, Creature - Wizard, 1/4. Kicker 1G. When Benalish Emissary comes into play, if you paid the kicker cost, destroy target land.

Benalish Heralds IN
U, 3W, Creature - Soldier, 2/4, 3U. \Rightarrow . Draw a card.

Benalish Lancer IN
C, 2W, Creature - Knight, 2/2. Kicker 2W. If you paid the kicker cost, Benalish Lancer comes into play with two +1/+1 counters on it and with first strike.

Benalish Trapper IN
C, 1W, Creature - Soldier, 1/2, W. \Rightarrow . Tap target creature.

Blessed Orator OD
U, 3W, Creature - Cleric, 1/4. Other creatures you control get +0/+1.

Blessed Reversal 7th
R, 1W, Instant. You gain 3 life for each creature attacking you.

Blinding Light IN
U, 2W, Sorcery. Tap all nonwhite creatures.

Breath of Life 7th
U, 3W, Sorcery. Return target creature card from your graveyard to play.

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Capashen Unicorn IN
U, 1W, Creature - Unicorn, 1/2. 1W, \Rightarrow . Sacrifice Capashen Unicorn: Destroy target artifact or enchantment.

Castle 7th
U, 3W, Enchantment. Untapped creatures you control get +0/+2.

Cease-Fire OD
C, 2W, Instant. Target player can't play creature spells this turn. Draw a card.

Circle of Protection: Black 7th
C, 1W, Enchantment. 1: The next time a black source of your choice would deal damage to you this turn, prevent that damage.

Circle of Protection: Blue 7th
C, 1W, Enchantment. 1: The next time a blue source of your choice would deal damage to you this turn, prevent that damage.

Circle of Protection: Green 7th
C, 1W, Enchantment. 1: The next time a green source of your choice would deal damage to you this turn, prevent that damage.

Circle of Protection: Red 7th
C, 1W, Enchantment. 1: The next time a red source of your choice would deal damage to you this turn, prevent that damage.

Circle of Protection: White 7th
C, 1W, Enchantment. 1: The next time a white source of your choice would deal damage to you this turn, prevent that damage.

Cleansing Meditation TR
U, 1WW, Sorcery. Destroy all enchantments. Threshold - Instead destroy all enchantments, then return to play all cards in your graveyard destroyed this way.

Cloudchaser Eagle 7th
C, 3W, Creature - Bird, 2/2. Flying. When Cloudchaser Eagle comes into play, destroy target enchantment.

Coalition Flag AP
U, W, Enchant Creature. Coalition Flag can enchant only a creature you control. Enchanted creature's type is Flagbearer. If a spell or ability an opponent controls could target a Flagbearer in play, that player chooses at least one Flagbearer as a target.

Coalition Honor Guard AP
C, 3W, Creature - Flagbearer, 2/4. If a spell or ability an opponent controls could target a Flagbearer in play, that player chooses at least one Flagbearer as a target.

Confessor OD
C, W, Creature - Cleric, 1/1. Whenever a player discards a card from his or her hand, you may gain 1 life.

Crimson Acolyte IN
C, 1W, Creature - Cleric, 1/1. Protection from red. W: Target creature gains protection from red until end of turn.

Crossbow Infantry 7th
C, 1W, Creature - Soldier, 1/1. \Rightarrow . Crossbow Infantry deals 1 damage to target attacking or blocking creature.

Crusading Knight IN
R, 2WW, Creature - Knight, 2/2. Protection from black. Crusading Knight gets +1/+1 for each swamp you opponents control.

Death or Glory IN
R, 4W, Sorcery. Separate all creature cards in your graveyard into two face-up piles. Remove the pile of an opponent's choice from the game and return the other to play.

Dedicated Martyr OD
C, W, Creature - Cleric, 1/1, W. Sacrifice Dega Disciple. You gain 3 life.

Dega Disciple AP
C, W, Creature - Wizard, 1/1, B. \Rightarrow . Target creature gets -2/-0 until end of turn. R: \Rightarrow . Target creature gets +2/+0 until end of turn.

Dega Sanctuary AP
U, 2W, Enchantment. At the beginning of your upkeep, if you control a black or red permanent, you gain 2 life. If you control a black permanent and a red permanent, you gain 4 life instead.

Degavolver AP
R, 1W, Creature - Volter, 1/1. Kicker 1B and/or R. If you paid the 1B kicker cost, Degavolver comes into play with +1/+1 counters on it and with "Pay 3 life: Regenerate Degavolver." If you paid the R kicker cost, Degavolver comes into play with a +1/+1 counter on it and with first strike.

Delighting Shield OD
R, 3W, Enchantment. If you would be dealt damage, put that many delay counters on Delighting Shield instead. At the beginning of your upkeep, remove all delay counters from Delighting Shield. For each delay counter removed this way, you lose 1 life unless you pay 1W.

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Devoted Caretaker OD
R, W, Creature - Cleric, 1/2, W. \Rightarrow . Target permanent you control gains protection from instant spells and from sorcery spells until end of turn.

Disciple of Kangee PS
C, 2W, Creature - Wizard, 2/2, U. \Rightarrow . Target creature gains flying and becomes blue until end of turn.

Disenchant 7th
C, 1W, Instant. Destroy target artifact or enchantment.

Dismantling Blow IN
C, 2W, Instant. Kicker 2U. Destroy target artifact or enchantment. If you paid the kicker cost, draw two cards.

Diversory Tactics AP
C, 2W, Enchantment. Tap two untapped creatures you control: Tap target creature.

Divine Light AP
C, W, Sorcery. Prevent all damage that would be dealt this turn to creatures you control.

Divine Presence IN
R, 2W, Enchantment. If a source would deal 4 damage or more to a creature or player, that source deals 3 damage to that creature or player instead.

Divine Sacrament OD
R, 1WW, Enchantment. White creatures get +1/+1. Threshold - White creatures get an additional +1/+1.

Dogged Hunter OD
R, 2W, Creature - Nomad, 1/1. \Rightarrow . Destroy target creature token.

Dominaria's Judgment PS
R, 2W, Instant. Until end of turn, creatures you control gain protection from white if you control a plains, from blue if you control an island, from black if you control a swamp, from red if you control a mountain, and from green if you control a forest.

Eager Cadet 7th
C, W, Creature - Soldier, 1/1

Earnest Fellowship OD
R, 1W, Enchantment. Each creature has protection from its colors.

Elite Archers 7th
R, 5W, Creature - Soldier, 3/3. \Rightarrow . Elite Archers deals 3 damage to target attacking or blocking creature.

Embolden OD
C, 2W, Instant. Prevent the next 4 damage that would be dealt this turn to any number of target creatures and/or players, divided as you choose. Flashback 1W.

Enlistment Officer AP
U, 3W, Creature - Soldier, 2/3. First strike. When Enlistment Officer comes into play, reveal the top four cards of your library. Put all Soldier cards revealed this way into your hand and the rest on the bottom of your library.

Equal Treatment TR
U, 1W, Instant. If any source would deal 1 or more damage to a creature or player this turn, it deals 2 damage to that creature or player instead. Draw a card.

False Dawn AP
R, 1W, Sorcery. Until end of turn, spells and abilities you control that would add colored mana to your mana pool add that much white mana instead. Until end of turn, you may spend white mana as though it were mana of any color. Draw a card.

Fight or Flight IN
R, 3W, Enchantment. At the beginning of each opponent's combat phase, separate all creatures that player controls into two face-up piles. Only creatures in the pile of his or her choice may attack this turn.

Floating Shield TR
C, 2W, Enchant Creature. As Floating Shield comes into play, choose a color. Enchanted creature has protection from the chosen color. This effect doesn't remove Floating Shield. Sacrifice Floating Shield: Target creature gains protection from the chosen color until end of turn.

Francic Purification TR
C, 2W, Instant. Destroy target enchantment. Madness W

Gallantry OD
U, 1W, Instant. Target blocking creature gets +4/+4 until end of turn. Draw a card.

Gerrard Capashen AP
R, 3WW, Creature - Legend, 3/4. At the beginning of your upkeep, you gain 1 life for each card in target opponent's hand. 3W: Tap target creature. Play this ability only if Gerrard Capashen is attacking.

Gerrard's Wisdom 7th
U, 2WW, Sorcery. You gain 2 life for each card in your hand.

Glimmering Angel IN
C, 3W, Creature - Angel, 2/2. Flying. U: Glimmering Angel can't be the target of spells or abilities this turn.

Global Ruin IN
R, 4W, Sorcery. Each player chooses from the lands he or she controls a land of each basic land type, then sacrifices the rest.

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Glorious Anthem 7th
R, 1WW, Enchantment. Creatures you control get +1/+1.

Graceful Antelope OD
R, 2WW, Creature - Antelope, 1/4. Plainswalk. Whenever Graceful Antelope deals combat damage to a player, you may have target land become a plains until Graceful Antelope leaves play.

Guard Dogs PS
U, 3W, Creature - Hound, 2/2, 2W. \Rightarrow . Choose a permanent you control. Prevent all combat damage target creature would deal this turn if it shares a color with that permanent.

Hallowed Healer OD
C, 2W, Creature - Cleric, 1/1. \Rightarrow . Prevent the next 2 damage that would be dealt to target creature or player this turn. Threshold - \Rightarrow . Prevent the next 4 damage that would be dealt to target creature or player this turn.

Harsh Judgment IN
R, 2WW, Enchantment. As Harsh Judgment comes into play, choose a color. If an instant or sorcery spell of the chosen color would deal damage to you, it deals that damage to its controller instead.

Haunted Angel AP
U, 2W, Creature - Angel, 3/3. Flying. When Haunted Angel is put into a graveyard from play, remove Haunted Angel from the game and each other player puts a 3/3 black Angel creature token with flying into play.

Healing Salve 7th
C, W, Instant. Choose one - Target player gains 3 life; or prevent the next 3 damage that would be dealt to target creature or player this turn.

Heavy Ballista 7th
U, 3W, Creature - Soldier, 2/3. \Rightarrow . Heavy Ballista deals 2 damage to target attacking or blocking creature.

Hellionaut AP
C, 2W, Creature - Soldier, 1/2. Flying, 1. \Rightarrow . Add one mana of any color to your mana pool.

Heroic Defiance PS
C, 1W, Enchant Creature. Enchanted creature gets +3/+3 unless it shares a color with the most common color among all permanents or a color tied for most common.

Hobble PS
C, 2W, Enchant Creature. When Hobble comes into play, draw a card. Enchanted creature can't attack. Enchanted creature can't block if it's black.

Holy Day IN
C, W, Instant. Prevent all combat damage that would be dealt this turn.

Holy Strength 7th
C, W, Enchant Creature. Enchanted creature gets +1/+2.

Honor Guard 7th
C, W, Creature - Soldier, 1/1, W. Honor Guard gets +0/+1 until end of turn.

Honorable Scout PS
C, W, Creature - Soldier, 1/1. When Honorable Scout comes into play, you gain 2 life for each black and/or red creature target opponent controls.

Hypochondria TR
U, 1W, Enchantment. W: Discard a card from your hand: Prevent the next 3 damage that would be dealt to target creature or player this turn. W: Sacrifice Hypochondria: Prevent the next 3 damage that would be dealt to target creature or player this turn.

Intrepid Hero 7th
R, 2W, Creature - Soldier, 1/1. \Rightarrow . Destroy target creature with power 4 or greater.

Karmic Justice OD
R, 2W, Enchantment. Whenever a spell or ability an opponent controls destroys a non-creature permanent you control, you may destroy target permanent that opponent controls.

Kirtar's Desire OD
C, W, Enchant Creature. Enchanted creature can't attack. Threshold - Enchanted creature can't block.

Kirtar's Wrath OD
R, 4WW, Sorcery. Destroy all creatures. They can't be regenerated. Threshold - Instead destroy all creatures, then put two 1/1 white Spirit creature tokens with flying into play. Creatures destroyed this way can't be regenerated.

Kjeldoran Royal Guard 7th
R, 3WW, Creature - Soldier, 2/5. \Rightarrow . All combat damage that unblocked creatures would deal to you this turn is dealt to Kjeldoran Royal Guard instead.

Knight Errant 7th
C, 1W, Creature - Knight, 2/2

Knighthood 7th
U, 2W, Enchantment. Creatures you control have first strike.

Lashknife Barrier PS
U, 2W, Enchantment. When Lashknife Barrier comes into play, draw a card. If a source would deal damage to a creature you control, it deals that much damage minus 1 to that creature instead.

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Liberate **IN**
U, 1W, Instant. Remove target creature you control from the game. At end of turn, return that card to player under its owner's control.

Lieutenant Kirtar **OD**
R, 1WW, Creature - Bird Soldier Legend, 2/2. Flying. 1W. Sacrifice Lieutenant Kirtar. Remove target attacking creature from the game.

Life Burst **OD**
C, 1W, Instant. Target player gains 4 life, then gains 4 life for each card named Life Burst in each graveyard.

Longbow Archer **7TH**
U, WW, Creature - Soldier, 2/2. First strike. Longbow Archer may block as though it had flying.

Luminous Guardian **OD**
U, 3W, Creature - Guardian, 1/4. W: Luminous Guardian gets +0/+1 until end of turn. 2: Luminous Guardian may block an additional creature this turn.

Major Teroh **TR**
R, 3W, Creature - Bird Soldier Legend, 2/3. Flying. 3WW. Sacrifice Major Teroh. Remove all black creatures from the game.

Manacles of Decay **AP**
C, 1W, Enchant Creature. Enchanted creature can't attack. B: Enchanted creature gets -1/-1 until end of turn. R: Enchanted creature can't block this turn.

March of Souls **PS**
R, 4W, Sorcery. Destroy all creatures. They can't be regenerated. For each creature destroyed this way, its controller puts a 1/1 white Spirit creature token with flying into play.

Master Apothecary **OD**
R, WWW, Creature - Cleric, 2/2. Tap an untapped Cleric you control. Prevent the next 2 damage that would be dealt to target creature or player this turn.

Master Healer **7TH**
R, 4W, Creature - Cleric, 1/4. - Prevent the next 4 damage that would be dealt to target creature or player this turn.

Militant Monk **TR**
C, 1WW, Creature - Cleric, 2/1. Attacking doesn't cause Militant Monk to tap. - Prevent the next 1 damage that would be dealt to target creature or player this turn.

Morningtide **TR**
R, 1W, Sorcery. Remove all cards in all graveyards from the game.

Mystic Crusader **OD**
R, 1WW, Creature - Nomad Mystic, 2/1. Protection from black and from red. Threshold - Mystic Crusader gets +1/+1 and has flying.

Mystic Familiar **TR**
C, 1W, Creature - Bird, 1/2. Flying. Threshold - Mystic Familiar gets +1/+1 and has protection from black.

Mystic Penitent **OD**
U, W, Creature - Nomad Mystic, 1/1. Attacking doesn't cause Mystic Penitent to tap. Threshold - Mystic Penitent gets +1/+1 and has flying.

Mystic Visionary **OD**
C, 1W, Creature - Nomad Mystic, 2/1. Threshold - Mystic Visionary has flying.

Mystic Zealot **OD**
C, 3W, Creature - Nomad Mystic, 2/4. Threshold - Mystic Zealot gets +1/+1 and has flying.

Nomad Decoy **OD**
U, 2W, Creature - Nomad, 1/2. W: Tap target creature. Threshold - WW: Tap two target creatures.

Northern Paladin **7TH**
R, 2WW, Creature - Knight, 3/3. WW: Destroy target black permanent.

Obsidian Acolyte **IN**
C, 1W, Creature - Cleric, 1/1. Protection from black. W: Target creature gains protection from black until end of turn.

Orim's Chant **PS**
R, W, Instant. Kicker W. Target player can't play spells this turn. If you paid the kicker cost, creatures can't attack this turn.

Orim's Thunder **AP**
C, 2W, Instant. Kicker R. Destroy target artifact or enchantment. If you paid the kicker cost, Orim's Thunder deals damage equal to that artifact or enchantment's converted mana cost to target creature.

Orim's Touch **IN**
C, W, Instant. Kicker 1. Prevent the next 2 damage that would be dealt to target creature or player this turn. If you paid the kicker cost, prevent the next 4 damage that would be dealt to that creature or player this turn instead.

Pacifism **7TH**
C, 1W, Enchant Creature. Enchanted creature can't attack or block.

Pariah **7TH**
R, 2W, Enchant Creature. All damage that would be dealt to you is dealt to enchanted creature instead.

Patrol Hound **OD**
C, 1W, Creature - Hound, 2/2. Discard a card from your hand: Patrol Hound gains first strike until end of turn.

Pay No Heed **TR**
C, W, Instant. Prevent all damage a source of your choice would deal this turn.

Planna, Nomad Captain **OD**
R, 1WW, Creature - Nomad Legend, 2/2. Whenever Planna, Nomad Captain attacks, attacking creatures get +1/+1 until end of turn.

Pilgrim of Justice **OD**
C, 2W, Creature - Cleric, 1/3. Protection from red. W: Sacrifice Pilgrim of Justice: The next time a red source of your choice would deal damage this turn, prevent that damage.

Pilgrim of Virtue **OD**
C, 2W, Creature - Cleric, 1/3. Protection from black. W: Sacrifice Pilgrim of Virtue: The next time a black source of your choice would deal damage this turn, prevent that damage.

Planeswalker's Mirth **PS**
R, 2W, Enchantment, 3W. Target opponent reveals a card at random in his or her hand. You gain life equal to that card's converted mana cost.

Pledge of Loyalty **IN**
U, 1W, Enchant Creature. Enchanted creature has protection from the colors of permanents you control. This effect doesn't remove Pledge of Loyalty.

Pollen Remedy **PS**
C, W, Instant. Kicker - Sacrifice a land. Prevent the next 3 damage that would be dealt this turn to any number of target creatures and/or players, divided as you choose. If you paid the kicker cost, prevent the next 6 damage this way instead.

Possessed Nomad **TR**
R, 2WW, Creature - Nomad Horror, 3/3. Attacking doesn't cause Possessed Nomad to tap. Threshold - Possessed Nomad gets +1/+1, is black, and has "2B: Destroy target white creature."

Prison Barricade **IN**
C, 1W, Creature - Wall, 1/3. Kicker 1W. If you paid the kicker cost, Prison Barricade comes into play with a +1/+1 counter on it and with "Prison Barricade may attack as though it weren't a Wall."

Protective Sphere **IN**
C, 2W, Enchantment, 1. Pay 1 life. Prevent all

damage that would be dealt to you this turn by a source of your choice that shares a color with the mana spent on this activation cost.

Pure Reflection **IN**
R, 2W, Enchantment. Whenever a player plays a creature spell, destroy all Reflections. That player puts a white Reflection creature token into play with power and toughness each equal to the converted mana cost of that spell.

Purify **7TH**
R, 3WW, Sorcery. Destroy all artifacts and enchantments.

Rampant Elephant **IN**
C, 3W, Creature - Elephant, 2/2. G: Target creature blocks Rampant Elephant this turn if able.

Ray of Distortion **OD**
C, 3W, Instant. Destroy target artifact or enchantment. Flashback 4WW.

Razorfoot Griffin **7TH/IN**
C, 3W, Creature - Griffin, 2/2. Flying, first strike.

Reborn Hero **TR**
R, 2W, Creature - Soldier, 2/2. Attacking doesn't cause Reborn Hero to tap. Threshold - When Reborn Hero is put into a graveyard from play, you may pay WW. If you do, return Reborn Hero to play under your control.

Reprisal **7TH**
U, 1W, Instant. Destroy target creature with power 4 or greater. It can't be regenerated.

Resilient Wanderer **OD**
U, 2WW, Creature - Nomad, 2/3. First strike. Discard a card from your hand: Resilient Wanderer gains protection from the color of your choice until end of turn.

Restrain **IN**
C, 2W, Instant. Prevent all combat damage that would be dealt by target attacking creature this turn. Draw a card.

Reverse Damage **7TH**
R, 1WW, Instant. The next time a source of your choice would deal damage to you this turn, prevent that damage. You gain life equal to the damage prevented this way.

Revolving Dose **IN**
C, 2W, Instant. You gain 3 life. Draw a card.

Rewards of Diversity **IN**
U, 2W, Enchantment. Whenever an opponent plays a multicolored spell, you gain 4 life.

Reya Dawnbringer **IN**
R, 6WWW, Creature - Angel Legend, 4/6. Flying. At the beginning of your upkeep, you may return target creature card from your graveyard to play.

Rolling Stones **7TH**
R, 1W, Enchantment. Walls may attack as though they weren't Walls.

Rout **IN**
R, 3WW, Sorcery. You may play Rout any time you could play an instant if you pay 2 more to play it. Destroy all creatures. They can't be regenerated.

Ruham Djinn **IN**
U, 5W, Creature - Djinn, 5/5. First strike. Ruham Djinn gets -2/-2 as long as white is the most common color among all permanents or is tied for most common.

Sacred Ground **7TH**
R, 1W, Enchantment. Whenever a spell or ability an opponent controls causes a land to be put into your graveyard from play, return that land to play.

Sacred Nectar **7TH**
C, 1W, Sorcery. You gain 4 life.

Sacred Rites **OD**
C, W, Instant. Discard any number of cards from your hand. Creatures you control get +0/+1 until end of turn for each card discarded this way.

Samite Elder **PS**
R, 2W, Creature - Cleric, 1/2. - Creatures you control gain protection from the colors of target permanent you control until end of turn.

Samite Healer **7TH**
C, 1W, Creature - Cleric, 1/1. - Prevent the next 1 damage that would be dealt to target creature or player this turn.

Samite Ministration **IN**
U, 1W, Instant. Prevent all damage that would be dealt by a source of your choice to you this turn. Whenever damage from a black or red source is prevented this way, you gain life equal to that damage.

Samite Pilgrim **PS**
C, 1W, Creature - Cleric, 1/1. - Prevent the next X damage that would be dealt to target creature this turn, where X is the number of basic land types among lands you control.

Sanctimony **7TH**
U, 1W, Enchantment. Whenever an opponent taps a mountain for mana, you may gain 1 life.

Seasoned Marshal **7TH**
U, 2WW, Creature - Soldier, 2/2. Whenever Seasoned Marshal attacks, you may tap target creature.

Second Thoughts **OD**
C, 4W, Instant. Remove target attacking creature from the game. Draw a card.

Serra Advocate **7TH**
U, 3W, Creature - Angel, 2/2. Flying. - Target attacking or blocking creature gets +2/+2 until end of turn.

Serra Angel **7TH**
R, 3WW, Creature - Angel, 4/4. Flying. Attacking doesn't cause Serra Angel to tap.

Serra's Embrace **7TH**
U, 2WW, Enchant Creature. Enchanted creature gets +2/+2 and has flying. Attacking doesn't cause enchanted creature to tap.

Shackles **IN**
C, 2W, Enchant Creature. Enchanted creature doesn't untap during its controller's upkeep step. W: Return Shackles to its owner's hand.

Shelter **OD**
C, 1W, Instant. Target creature you control gains protection from the color of your choice until end of turn. Draw a card.

Shield of Duty and Reason **AP**
C, W, Enchant Creature. Enchanted creature has protection from green and from blue.

Shield Wall **7TH**
C, 1W, Instant. Creatures you control get +0/+2 until end of turn.

Skyshroud Falcon **7TH**
C, 1W, Creature - Bird, 1/1. Flying. Attacking doesn't cause Skyshroud Falcon to tap.

Soulcatcher **OD**
U, 1W, Creature - Bird Soldier, 1/1. Flying. Whenever a creature with flying is put into a graveyard from play, put a +1/+1 counter on Soulcatcher.

Southern Paladin **7TH**
R, 2WW, Creature - Knight, 3/3. WW: Destroy target red permanent.

Spectral Lynx **AP**
R, 1W, Creature - Cat, 2/1. Protection from green. B: Regenerate Spectral Lynx.

Sphere of Duty **OD**
U, 3W, Enchantment. If a green source would deal damage to you, prevent 2 of that damage.

Sphere of Grace **OD**
U, 3W, Enchantment. If a black source would deal damage to you, prevent 2 of that damage.

Sphere of Law **OD**
U, 3W, Enchantment. If a red source would deal damage to you, prevent 2 of that damage.

Sphere of Reason **OD**
U, 3W, Enchantment. If a blue source would deal damage to you, prevent 2 of that damage.

Sphere of Truth **OD**
U, 3W, Enchantment. If a white source would deal damage to you, prevent 2 of that damage.

Spirit Flare **TR**
C, 3W, Instant. Tap target untapped creature you control. If you do, it deals damage equal to its power to target attacking or blocking creature an opponent controls. Flashback - 1W. Pay 3 life.

Spirit Link **7TH**
U, W, Enchant Creature. Whenever enchanted creature deals damage, you gain that much life.

Spirit of Resistance **IN**
R, 2W, Enchantment. If you control a permanent of each color, prevent all damage that would be dealt to you.

Spirit Weaver **IN**
U, 1W, Creature - Wizard, 2/1. 2: Target green or blue creature gets +0/+1 until end of turn.

Spiritualize **OD**
U, 2W, Instant. Until end of turn, whenever target creature deals damage, you gain that much life. Draw a card.

Standard Bearer **AP**
C, 1W, Creature - Flagbearer, 1/1. If a spell or ability an opponent controls could target a Flagbearer in play, that player chooses at least one Flagbearer as a target.

Standing Troops **7TH**
C, 2W, Creature - Soldier, 1/4. Attacking doesn't cause Standing Troops to tap.

Starlight **7TH**
U, 1W, Sorcery. You gain 3 life for each black creature target opponent controls.

Staunch Defenders **7TH**
U, 3WW, Creature - Soldier, 3/4. When Staunch Defenders comes into play, you gain 4 life.

Stern Judge **TR**
U, 2W, Creature - Cleric, 2/2. - Each player loses 1 life for each swamp he or she controls.

Strength of Isolation **TR**
U, 1W, Enchant Creature. Enchanted creature gets +1/+2 and has protection from black. Madness W.

Strength of Unity **IN**
C, 3W, Enchant Creature. Enchanted creature gets +1/+1 for each basic land type among lands you control.

Sunscape Apprentice **IN**
C, W, Creature - Wizard, 1/1. G: Target creature gets +1/+1 until end of turn. U: - Put target creature you control on top of its owner's library.

Sunscape Battlemage **PS**
U, 2W, Creature - Wizard, 2/2. Kicker 1G and/or 2U. When Sunscape Battlemage comes into play, if you paid the 1G kicker cost, destroy target creature with flying. When Sunscape Battlemage comes into play, if you paid the 2U kicker cost, draw two cards.

Sunscape Familiar **PS**
C, 1W, Creature - Wall, 0/3. Green spells and blue spells you play cost 1 less to play.

Sunscape Master **IN**
R, 2WW, Creature - Wizard, 2/2. GG: - Creatures you control get +2/+2 until end of turn. UU: - Return target creature to its owner's hand.

Sunweb **7TH**
R, 3W, Creature - Wall, 5/6. Flying. Sunweb can't block creatures with power 2 or less.

Surprise Deployment **PS**
U, 3W, Instant. Play Surprise Deployment only during combat. Put a nonwhite creature card from your hand into play. At end of turn, return that creature to your hand.

Sustainer of the Realm **7TH**
U, 2WW, Creature - Angel, 2/3. Flying. Whenever Sustainer of the Realm blocks, it gets +0/+2 until end of turn.

Tattoo Ward **OD**
U, 2W, Enchant Creature. Enchanted creature gets +1/+1 and has protection from enchantments. This effect doesn't remove Tattoo Ward. Sacrifice Tattoo Ward: Destroy target enchantment.

Teferi's Care **IN**
U, 2W, Enchantment. W: Sacrifice an enchantment: Destroy target enchantment. 3UU: Counter target enchantment spell.

Teroh's Faithful **TR**
C, 3W, Creature - Cleric, 1/4. When Teroh's Faithful comes into play, you gain 4 life.

Teroh's Vanguard **TR**
R, 3W, Creature - Nomad, 2/3. You may play Teroh's Vanguard any time you could play an instant. Threshold - When Teroh's Vanguard comes into play, creatures you control gain protection from black until end of turn.

Testament of Faith **OD**
U, W, Enchantment. X: Testament of Faith becomes an XX Wall creature until end of turn. It's still an enchantment.

Tireless Tribe **OD**
C, W, Creature - Nomad, 1/1. Discard a card from your hand: Tireless Tribe gets +0/+4 until end of turn.

Transcendence **TR**
R, 3WWW, Enchantment. You don't lose the game for having 0 or less life. When you have 20 or more life, you lose the game. Whenever you lose life, you gain 2 life for each 1 life you lose.

Venerable Monk **7TH**
C, 2W, Creature - Cleric, 2/2. When Venerable Monk comes into play, you gain 2 life.

Vengeance **7TH**
U, 3W, Sorcery. Destroy target tapped creature.

Vengeful Dreams **TR**
R, WW, Instant. As an additional cost to play Vengeful Dreams, discard X cards from your hand. Remove X target attacking creatures from the game.

Voice of All **PS**
U, 2WW, Creature - Angel, 2/2. Flying. As Voice of All comes into play, choose a color. Voice of All has protection from the chosen color.

Wall of Swords **7TH**
U, 3W, Creature - Wall, 3/5. Flying

Wayfarer Giant **IN**
U, 5W, Creature - Giant, 1/3. Wayfarer Giant gets +1/+1 for each basic land type among lands you control.

Wayward Angel **OD**
R, 4WW, Creature - Angel Horror, 4/4. Flying. Attacking doesn't cause Wayward Angel to tap. Threshold - Wayward Angel gets +3/+3, is black, has trample, and has "At the beginning of your upkeep, sacrifice a creature."

Winnow **IN**
R, 1W, Instant. Destroy target nonland permanent if another permanent with the same name is in play. Draw a card.

Worship **7TH**
R, 3W, Enchantment. If you control a creature, damage that would reduce your life total to less than 1 reduces it to 1 instead.

Wrath of God **7TH**
R, 2WW, Sorcery. Destroy all creatures. They can't be regenerated.

JUDGMENT

143 Cards
 16 Black, 4 Gold, 33 Green, 3 Land, 27 Red, 27 Blue, 33 White, 55 Common, 44 Uncommon, 44 Rare.

BLACK

- Bennie Smith's Top 10 tournament cards**
1. **Genesis**
 2. **Cunning Wish**
 3. **Quiet Speculation**
 4. **Phantom Centaur**
 5. **Solitary Confinement**
 6. **Nantuko Monastery**
 7. **Balthor the Defiled**
 8. **Anurid Brushopper**
 9. **Sylvan Safekeeper**
 10. **Seedtime**

Balthor the Defiled
R, 2BB, Creature - Zombie Dwarf Legend, 2/2. All Minions get +1/+1. BBB. Remove Balthor the Defiled from the game: Each player returns all black and all red creature cards from his or her graveyard to play.

Cabal Therapy
U, B, Sorcery. Name a nonland card. Target player reveals his or her hand and discards from it all cards with that name. Flashback - Sacrifice a creature.

Cabal Trainee
C, B, Creature - Minion, 1/1. Sacrifice Cabal Trainee: Target creature gets -2/-0 until end of turn.

Death Wish
R, 1BB, Sorcery. Choose a card you own from outside the game and put it into your hand. You lose half your life, rounded up. Remove Death Wish from the game.

Earsplitting Rats
C, 3B, Creature - Rat, 2/1. When Earsplitting Rats comes into play, each player discards a card from his or her hand. Discard a card from your hand: Regenerate Earsplitting Rats.

Filth
U, 3B, Creature - Incarnation, 2/2. Swampwalk. As long as Filth is in your graveyard and you control a swamp, creatures you control have swampwalk.

Grave Consequences
U, 1B, Instant. Each player may remove any number of cards in his or her graveyard from the game. Then each player loses 1 life for each card in his or her graveyard. Draw a card.

Guiltfeeder
R, 3BB, Creature - Horror, 0/4. Guiltfeeder can't be blocked except by artifact creatures and/or black creatures. Whenever Guiltfeeder attacks and isn't blocked, defending player loses 1 life for each card in his or her graveyard.

Masked Gorgon
R, 4B, Creature - Gorgon, 5/5. Green

creatures and white creatures have protection from Gorgons. Threshold - Masked Gorgon has protection from green and from white.

Morality Shift
R, 5BB, Sorcery. Exchange your graveyard and library. Then shuffle your library.

Rats' Feast
C, XB, Sorcery. Remove X target cards in a single graveyard from the game.

Stitch Together
U, BB, Sorcery. Return target creature card from your graveyard to your hand. Threshold - Instead return that card from your graveyard to play.

Sutured Ghoul
R, 4BB, Creature - Zombie, */. Trample. As Sutured Ghoul comes into play, remove any number of creature cards in your graveyard from the game. Sutured Ghoul's power is equal to the total power of the removed cards and its toughness is equal to their total toughness. (A * on a card not in play is 0.)

Toxic Stench
C, 1B, Instant. Target nonblack crea-

tures gets -1/-1 until end of turn. Threshold - Instead destroy that creature. It can't be regenerated.

Tracherous Vampire
U, 4B, Creature - Vampire, 4/4. Flying. Whenever Tracherous Vampire attacks or blocks, sacrifice it unless you remove a card in your graveyard from the game. Threshold - Tracherous Vampire gets +2/+2 and has "When Tracherous Vampire is put into a graveyard from play, you lose 6 life."

Tracherous Werewolf
C, 2B, Creature - Minion Wolf, 2/2. Threshold - Tracherous Werewolf gets +2/+2 and has "When Tracherous Werewolf is put into a graveyard from play, you lose 4 life."

combat damage to a player, return up to X target permanents that player controls to their owners' hands, where X is the damage it dealt to that player.

Cephalid Inkshrouder
U, 2U, Creature - Cephalid, 2/1. Discard a card from your hand: Cephalid Inkshrouder can't be the target of spells or abilities and is unblockable this turn.

Anthony Alongi's Top 10 multiplayer cards

1. **Spelljack**
2. **Living Wish**
3. **Glorify**
4. **Breaking Point**
5. **Hunting Grounds**
6. **Sylvan Safekeeper**
7. **Thriss, Nantuko Primus**
8. **Anger**
9. **Rifstone Portal**
10. **Shieldmage Advocate**

The Top Judgment Cards

by Bennie Smith & Anthony Alongi

Multiplayer #5: Hunting Grounds

Anthony: Since you don't have to pay the mana cost for your creature, this is like a super-**Aluren**, meant only for you. You need threshold, but that's not difficult if you have **Wild Mongrels** and **Patrol Hound**. If you've been paying attention since *Odyssey*, you should have a million ideas about how to get cards in your graveyard. The best two tricks with this card (other than the enormous creatures you'll be pounding down) are **Fleetfoot Panther**, which lets you save a creature, and **Stern Proctor**, which lets you save Grounds.

Bennie: A great complement to cards like **Howling Mine** and **Well of Knowledge**, giving everyone access to more spells, while you toss out creatures for free.



Cunning Wish

R, 2U, Instant. Choose an instant card you own from outside the game, reveal that card, and put it into your hand. Remove Cunning Wish from the game.

Defy Gravity

C, U, Instant. Target creature gains flying until end of turn. Flashback U

Envelop

C, U, Instant. Counter target sorcery spell.

Flash of Insight

U, X1U, Instant. Look at the top X cards of your library. Put one of them into your hand and the rest on the bottom of your library. Flashback - 1U. Remove X blue cards in your graveyard from the game. (You can't remove Flash of Insight to pay for its own flashback cost.)

Grip of Amnesia

C, 1U, Instant. Counter target spell unless its controller removes his or her graveyard from the game. Draw a card.

Hapless Researcher

C, U, Creature - Wizard, 1/1. Sacrifice Hapless Researcher: Draw a card, then discard a card from your hand.

Keep Watch

C, 2U, Instant. Draw a card for each attacking creature.

Laquatus's Disdain

U, 1U, Instant. Counter target spell played from a graveyard. Draw a card.

Lost in Thought

C, 1U, Enchant Creature. Enchanted creature can't attack or block and its activated abilities can't be played. Its controller may remove three cards in his or

her graveyard from the game to ignore this ability until end of turn.

Mental Note

C, U, Instant. Put the top two cards of your library into your graveyard. Draw a card.

Mirror Wall

C, 3U, Creature - Wall, 3/4, W. Mirror Wall may attack this turn as though it weren't a Wall.

Mist of Stagnation

R, 3UU, Enchantment. Permanents don't untap during their controllers' untap steps. At the beginning of each player's upkeep, that player untaps a permanent for each card in his or her graveyard.

Quiet Speculation

U, 1U, Sorcery. Search target player's library for up to three cards with flashback and put them into that player's graveyard. Then the player shuffles his or her library.

Scalpelaxis

R, 4U, Creature - Beast, 1/5. Flying. Whenever Scalpelaxis deals combat damage to a player, that player removes the top four cards of his or her library from the game. If two or more of those cards have the same name, repeat this process.

Spelljack

R, 3UUU, Instant. Counter target spell. If it's countered this way, remove it from the game instead of putting it into its owner's graveyard. As long as it remains removed from the game, you may play it as though it were in your hand without paying its mana cost. If it has X in its mana cost, X is 0.

Multiplayer #4: Breaking Point

Anthony: Six damage isn't always a lot in multiplayer, but I see group games busting out Breaking Point early, to gauge how important an early army is to each player. In the late game, as armies become more complex and precious, Breaking Point is a six-damage spell — who's taking it? Be sure you ask each player in order, starting with the caster and going left.

Bennie: Mix with **Furnace of Rath** to make one choice more painful, and **Moonlit Wake** to make the other side feel nice. **Shard Phoenix**, **Shivan Phoenix**, and **Bogardan Phoenix**, along with **Rukh Egg**, give red plenty of ways to break the creature-sweeping parity.



Telekinetic Bonds

R, 2UUU, Enchantment. Whenever a player discards a card from his or her hand, you may pay 1U. If you do, tap or untap target permanent.

Web of Inertia

U, 2U, Enchantment. At the beginning of each opponent's combat phase, that player may remove a card in his or her graveyard from the game. If the player doesn't, creatures he or she controls can't attack you this turn.

Wonderer

U, 3U, Creature - Incarnation, 2/2. Flying. As long as Wonderer is in your graveyard and you control an island, creatures you control have flying.

Wormfang Behemoth

R, 3UU, Creature - Nightmare Beast, 5/5. When Wormfang Behemoth comes into play, remove all cards in your hand from the game. When Wormfang Behemoth leaves play, return the removed cards to their owner's hand.

Wormfang Crab

U, 3U, Creature - Nightmare Crab, 3/6. Wormfang Crab is unblockable. In play, Wormfang Crab comes into play, an opponent chooses a permanent you control and removes it from the game. When Wormfang Crab leaves play, return the removed card to play under its owner's control.

Wormfang Drake

C, 2U, Creature - Nightmare Drake, 3/4. Flying. When Wormfang Drake comes into play, sacrifice it unless you remove a creature you control other than Wormfang Drake from the game. When Wormfang Drake leaves play, return the removed card to play under its owner's control.

Wormfang Manta

R, 5UU, Creature - Nightmare Beast, 6/1. Flying. When Wormfang Manta comes into play, you skip your next turn. When Wormfang Manta leaves play, you take an extra turn after this one.

Wormfang Newt

C, 1U, Creature - Nightmare Beast, 2/2. When Wormfang Newt comes into play, remove a land you control from the game. When Wormfang Newt leaves play, return the removed card to play under its owner's control.

Wormfang Turtle

U, 2U, Creature - Nightmare Beast, 2/4. When Wormfang Turtle comes into play, remove a land you control from the game. When Wormfang Turtle leaves play, return the removed card to play under its owner's control.

GOLD

Anurid Brushhopper

R, 1GW, Creature - Beast, 3/4. Discard two cards from your hand: Remove Anurid Brushhopper from the game. Return it to play under its owner's control at end of turn.

Hunting Grounds

R, GW, Enchantment. Threshold - Whenever an opponent plays a spell, you may put a creature card from your hand into play.

Tournament #4: Phantom Centaur

Bennie: This guy can block and kill a **Flame-tongue Kavu** and still swing for three. A card-advantage machine when it comes to creature flyers and red removal. If you can boost his toughness, he'll never die from damage. The protection-from-black ability is icing on the cake, allowing him to ignore non-damage-dealing removal like **Terminate** and **Vindicate**. The best green creature at this mana cost since **Blastoderm**.

Anthony: This creature single-handedly makes **Possessed Centaur** look like a brilliant sideboard move. This should be an automatic "4x" in any green tournament deck. It dies to **Mutilate**, but not much else. Red-black is getting less practical for Standard tournaments!



Tournament #5: Solitary Confinement

Bennie: It's seems like the designers worried about this card being overpowered, so they added two drawbacks, thinking they'd fixed it. I think they were wrong. **Masticore** and **Necropotence** were "fixed" with similar drawbacks, and look what resulted. There's plenty of card-drawing available to get around the drawback. Whether used as a lock card or to buy time, this enchantment will bring back main-deck enchantment destruction in Type 2.

Anthony: This looks like partial fulfillment of Wizards' promise to bring back "combo lite" someday. What will black and red do about this? The same thing they did about **Light of Day** and **Worship**: roll over and whimper.



Genesis

R, 4G, Creature - Incarnation, 4/4. At the beginning of your upkeep, if Genesis is in your graveyard, you may pay 2G. If you do, return target creature card from your graveyard to your hand.

Giant Warthog

C, 5G, Creature - Beast, 5/5. Trample

Grizzly Fate

U, 3GG, Sorcery. Put two 2/2 green Bear creature tokens into play. Threshold - Instead put four 2/2 green Bear creature tokens into play. Flashback 5GG

Harvester Druid

C, 1G, Creature - Druid, 1/1. → Add to your mana pool one mana of any color that a land you control could produce.

Ironshell Beetle

C, 1G, Creature - Insect, 1/1. When Ironshell Beetle comes into play, put a +1/+1 counter on target creature.

Krosan Reclamation

U, 1G, Instant. Target player shuffles up to two target cards from his or her graveyard into his or her library. Flashback 1G

Krosan Wayfarer

C, G, Creature - Druid, 1/1. Sacrifice Krosan Wayfarer: Put a land card from your hand into play.

Living Wish

R, 1G, Sorcery. Choose a creature or land card you own from outside the game, reveal that card, and put it into your hand. Remove Living Wish from the game.

Nantuko Tracer

C, 1G, Creature - Insect Druid, 2/1. When Nantuko Tracer comes into play, you may put target card from a graveyard on the bottom of its owner's library.

Nullmage Advocate

C, 2G, Creature - Insect Druid, 2/3. → Return two target cards in an oppo-

nent's graveyard to his or her hand. Destroy target artifact or enchantment.

Phantom Centaur

U, 2GG, Creature - Centaur Spirit, 2/0. Protection from black. Phantom Centaur comes into play with three +1/+1 counters on it. If damage would be dealt to Phantom Centaur, prevent that damage. Remove a +1/+1 counter from Phantom Centaur.

Phantom Nantuko

R, 2G, Creature - Insect Spirit, 0/0. Trample. Phantom Nantuko comes into play with two +1/+1 counters on it. If damage would be dealt to Phantom Nantuko, prevent that damage. Remove a +1/+1 counter from Phantom Nantuko. → Put a +1/+1 counter on Phantom Nantuko.

Phantom Tiger

C, 2G, Creature - Cat Spirit, 1/0. Phantom Tiger comes into play with two +1/+1 counters on it. If damage would be dealt to Phantom Tiger, prevent that damage. Remove a +1/+1 counter from Phantom Tiger.

Seedtime

R, 1G, Instant. Play Seedtime only during your turn. Take an extra turn after this one if an opponent played a blue spell this turn.

Serene Sunset

U, XG, Instant. Prevent all combat damage X target creatures would deal this turn.

Sudden Strength

C, 3G, Instant. Target creature gets +3/+3 until end of turn. Draw a card.

Sylvan Safekeeper

R, G, Creature - Wizard, 1/1. Sacrifice a land: Target creature you control can't be the target of spells or abilities this turn.

Thress, Nantuko Primus

R, 5GG, Creature - Insect Druid Legend, 5/5, C, →. Target creature gets +5/+5 until end of turn.

Multiplayer #3: Glory

Anthony: All the incarnations are excellent in group play, since they warn your opponents that they'll give you a continual gift if the creature dies. Of the seven in *Judgment*, Glory is perhaps the most stunning — 3/3 flyers for 5 mana are decent in any environment, and upon death it gives your army a mix of flexible defense and finishing offense.

Bennie: Anthony's planning on *casting* incarnations? I want 'em directly in the graveyard, whether from **Intuition** or **Entomb**. The beauty of Glory in a group game is that it will focus your opponent's removal on players who don't have uncounterable protection at their disposal, while allowing you to help other players when politically advantageous.



Tournament #3: Quiet Speculation

Bennie: At first, this card seems simple and not overly powerful. Then you think about cards with cheap flashback for the effect, like **Roar of the Wurm**, **Deep Analysis**, and **Acorn Harvest**. It'd be playable at four mana; at two mana, it's amazing!

Anthony: Solitary Confinement and Possessed Centaur will make it tough for red and black decks, so blue already gained by default. Now this comes along ...



Tunneler Wurm
U, 6GG, Creature - Wurm, 6/6. Discard a card from your hand; Regenerate Tunneler Wurm.

Venomous Vines
C, 2GG, Sorcery. Destroy target enchanted permanent.

LAND

Krosan Verge

U, Land. Krosan Verge comes into play tapped. Add one colorless mana to your mana pool. 2. Sacrifice Krosan Verge: Search your library for a forest card and a plains card and put them into play tapped. Then shuffle your library.

Nantuko Monastery
U, Land. Add one colorless mana to your mana pool. Threshold - GW: Nantuko Monastery becomes a 4/4 green and white creature with first strike until end of turn. It's still a land.

Riftstone Portal
U, Land. Add one colorless mana to your mana pool. As long as Riftstone Portal is in your graveyard, lands you control have Add G or W to your mana pool.

RED

Anger

U, 3R, Creature - Incarnation, 2/2. Haste. As long as Anger is in your graveyard and you control a mountain, creatures you control have haste.

Arcane Teachings
C, 2R, Enchant Creature. Enchanted creature gets +2/+2 and has Haste. This creature deals 1 damage to target creature or player.

Barbarian Bully
C, 2R, Creature - Barbarian, 2/2. Discard a card at random from your hand; Barbarian Bully gets +2/+2 until end of turn unless a player has Barbarian Bully deal 4 damage to him or her. Play this ability only once each turn.

Book Burning

C, 1R, Sorcery. Unless a player has Book Burning deal 6 damage to him or

her, put the top six cards of target player's library into his or her graveyard.

Breaking Point
R, 1RR, Sorcery. Destroy all creatures unless a player has Breaking Point deal 6 damage to him or her. Creatures destroyed this way can't be regenerated.

Browbeat
U, 2R, Sorcery. Unless a player has Browbeat deal 5 damage to him or her, target player draws three cards.

Burning Wish
R, 1R, Sorcery. Choose a sorcery card you own from outside the game, reveal that card, and put it into your hand. Remove Burning Wish from the game.

Dwarven Bloodboiler
R, RRR, Creature - Dwarf, 2/2. Tap an untapped Dwarf you control: Target creature gets +2/+0 until end of turn.

Dwarven Driller
U, 3R, Creature - Dwarf, 2/2. Destroy target land unless its controller has Dwarven Driller deal 2 damage to him or her.

Dwarven Scorchers
C, R, Creature - Dwarf, 1/1. Sacrifice Dwarven Scorchers: Dwarven Scorchers deals 1 damage to target creature unless that creature's controller has Dwarven Scorchers deal 2 damage to him or her.

Ember Shot
C, 6R, Instant. Ember Shot deals 3 damage to target creature or player. Draw a card.

Firecat Blitz
U, XRR, Sorcery. Put X 1/1 red Cat creature tokens with haste into play. Remove them from the game at end of turn. Flashback - RR, Sacrifice X mountains.

Flaring Pain
C, 1R, Instant. Damage can't be prevented this turn. Flashback R

Fledgling Dragon
R, 2RR, Creature - Dragon, 2/2. Flying Threshold - Fledgling Dragon gets +3/+3 and has R: Fledgling Dragon gets +1/+0 until end of turn.

Goretusk Firebeast
C, 5R, Creature - Beast, 2/2. When

Multiplayer #2: Living Wish

Anthony: The wish cards are all intriguing for multiplayer. I give the edge to Living Wish with most casual players' hearts. In a green-blue deck, you'd be able to get any of the best creatures in the game — **Verdant Force**, **Morphling**, or **Masticores**. Have trouble dealing with creatures? That's OK — get **Maze of Ith** or **Karakas** if there's something you can't handle. "Out of the game" can mean many things in casual play. Agree on a common definition with your friends before you start a game with a wish card in your deck.

Bennie: I'm lucky enough to own a **Ring of Mar'uf**. When I play with it, I carry a time-saving "Box of Mar'uf" with all the cards I might want. I suggest a Box of Wishes full of utility creatures like **Woodripper** and **Squall-monger** and utility lands like **Thawing Glaciers** and **Glacial Chasm**.



Goretusk Firebeast comes into play, it deals 4 damage to target player.

Infectious Rage
U, 1R, Enchant Creature. Enchanted creature gets +2/-1. When enchanted creature is put into a graveyard, choose a creature at random Infectious Rage can enchant. Return Infectious Rage to play enchanting that creature.

Jeska, Warrior Adept
R, 2RR, Creature - Barbarian Legend, 3/1. First strike, haste. Jeska, Warrior Adept deals 1 damage to target creature or player.

Lava Dart
C, R, Instant. Lava Dart deals 1 damage to target creature or player. Flashback - Sacrifice a mountain.

Liberated Dwarf
C, R, Creature - Dwarf, 1/1. R, Sacrifice Liberated Dwarf: Target green creature gets +1/+0 and gains first strike until end of turn.

Lightning Surge
R, 3RR, Sorcery. Lightning Surge deals 4 damage to target creature or player. Threshold - Instead Lightning Surge deals 5 damage to that creature or player and the damage can't be prevented. Flashback 5RR

Planar Chaos
U, 2R, Enchantment. At the beginning of your upkeep, flip a coin. If you lose the flip, sacrifice Planar Chaos. Whenever a player plays a spell, that player flips a coin. If he or she loses the flip, counter that spell.

Shaman's Trance
R, 2R, Instant. Until end of turn, other players can't play cards from their graveyards, and you may play cards from other players' graveyards as though they were in your graveyard.

Soulgorger Orgg
U, 3RR, Creature - Nightmare Orgg, 6/6. Trample. When Soulgorger Orgg comes into play, you lose all but 1 life. When Soulgorger Orgg leaves play, you gain life equal to the life you lost when it came into play.

Spellgorger Barbarian
C, 3R, Creature - Nightmare Barbarian, 3/1. When Spellgorger Barbarian comes into play, discard a card at random from your hand. When Spellgorger Barbarian leaves play, draw a card.

Sweater
U, 3R, Sorcery. Sweater deals 2 damage to each of two target creatures.

Swirling Sandstorm
C, 3R, Sorcery. Threshold - Swirling Sandstorm deals 5 damage to each creature without flying.

Worldgorger Dragon
R, 3RR, Creature - Nightmare Dragon, 7/7. Flying, trample. When Worldgorger Dragon comes into play, remove all other permanents you control from the game. When Worldgorger Dragon leaves play, return the removed cards to play under their owners' control.

WHITE

Ancestor's Chosen
U, 5WW, Creature - Cleric, 4/4. First strike. When Ancestor's Chosen comes

into play, you gain 1 life for each card in your graveyard.

Aven Warcraft
U, 2W, Instant. Creatures you control get +0/+2 until end of turn. Threshold - Creatures you control also gain protection from the color of your choice until end of turn.

Battle Screech
U, 2WW, Sorcery. Put two 1/1 white Bird creature tokens with flying into play. Flashback - Tap three untapped white creatures you control.

Battlewise Aven
C, 3W, Creature - Bird Soldier, 2/2. Flying. Threshold - Battlewise Aven gets +1/+1 and has first strike.

Benevolent Bodyguard
C, W, Creature - Cleric, 1/1. Sacrifice Benevolent Bodyguard: Target creature you control gains protection from the color of your choice until end of turn.

Border Patrol
C, 4W, Creature - Nomad, 1/6. Attacking doesn't cause Border Patrol to tap.

Cagemall
C, 1W, Enchant Creature. Enchanted creature gets +2/+2 and can't attack.

Chastise
U, 3W, Instant. Destroy target attacking creature. You gain life equal to its power.

Commander Eesha
R, 3WW, Creature - Bird Soldier Legend, 2/4. Flying, protection from creatures

Funeral Pyre
C, W, Instant. Remove target card in a graveyard from the game. Its owner puts a 1/1 white Spirit creature token with flying into play.

Glorify
R, 3WW, Creature - Incarnation, 3/3. Flying, 2W. Creatures you control gain protection from the color of your choice until end of turn. Play this ability only if Glory is in your graveyard.

Golden Wish
R, 3WW, Sorcery. Choose an artifact or enchantment card you own from outside the game, reveal that card, and put it into your hand. Remove Golden Wish from the game.

Guided Strike
C, 1W, Instant. Target creature gets +1/+0 and gains first strike until end of turn. Draw a card.

Lead Astray
C, 1W, Instant. Tap up to two target creatures.

Nomad Mythmaker
R, 2W, Creature - Cleric, 2/2. W. Put target enchant creature card from a graveyard into play enchanting a creature you control. (You control that enchantment.)

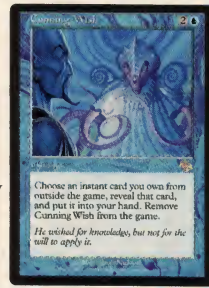
Phantom Flock
U, 3WW, Creature - Bird Soldier Spirit, 0/0. Flying. Phantom Flock comes into play with three +1/+1 counters on it. If damage would be dealt to Phantom Flock, prevent that damage. Remove a +1/+1 counter from Phantom Flock.

Phantom Nomad
C, 1W, Creature - Nomad Spirit, 0/0. Phantom Nomad comes into play with two +1/+1 counters on it. If damage

Tournament #2: Cunning Wish

Bennie: For tournaments, nothing beats being able to tutor for instants at instant speed, and the ability to fetch cards from your sideboard in the first game gives Silver Bullet Theory a whole new dimension. Expect to see lots of single copies of instants in sideboards, like **Fact or Fiction**, **Hibernation**, **Divert**, **Seedtime**, **Sudden Impact**, and **Ghastly Demise**.

Anthony: Blue never gets good instants — wait, I forgot I wasn't writing for *Fantasy & Science Fiction* magazine. In Standard this will rock; in Extended and Type I, it will border on terrifying. The only chance opponents have against Wish strategies is the loss of tempo they represent; I'm not sure Cunning Wish gives up enough of it.



would be dealt to Phantom Nomad, prevent that damage. Remove a +1/+1 counter from Phantom Nomad.

Prismatic Strands
C, 2W, Instant. Prevent all damage that sources of the color of your choice would deal this turn. Flashback - Tap an untapped white creature you control.

Pulsemage Advocate
R, 2W, Creature - Cleric, 1/3. Return three target cards in an opponent's graveyard to his or her hand. Return target creature card from your graveyard to play.

Ray of Revelation
C, 1W, Instant. Destroy target enchantment. Flashback G

Selfless Exorcist
R, 3WW, Creature - Cleric, 3/4. Remove target creature card in a graveyard from the game. That card deals damage equal to its power to Selfless Exorcist. (A on a card not in play is 0.)

Shieldmage Advocate
C, 2W, Creature - Cleric, 1/3. Return target card in an opponent's graveyard to his or her hand. Prevent all damage that would be dealt to target creature or player this turn by a source of your choice.

Silver Seraph
R, 5WWW, Creature - Angel, 6/6. Flying. Threshold - Other creatures you control get +2/+2.

Solitary Confinement
R, 2W, Enchantment. At the beginning of your upkeep, sacrifice Solitary Confinement unless you discard a card from your hand. Skip your draw step. You can't be the target of spells or abilities. Prevent all damage that would be dealt to you.

Soulcatchers' Aerie
U, 1W, Enchantment. Whenever a Bird

is put into your graveyard from play, put a feather counter on Soulcatchers' Aerie. All Birds get +1/+1 for each feather counter on Soulcatchers' Aerie.

Spirit Cairn
U, 2W, Enchantment. Whenever a player discards a card from his or her hand, you may put W. If you do, put a 1/1 white Spirit creature token with flying into play.

Spurnmage Advocate
U, W, Creature - Nomad, 1. Return two target cards in an opponent's graveyard to his or her hand. Destroy target attacking creature.

Suntail Hawk
C, W, Creature - Bird, 1/1. Flying

Test of Endurance
R, 2WW, Enchantment. At the beginning of your upkeep, if you have 50 or more life, you win the game.

Trained Pronghorn
C, 1W, Creature - Antelope, 1/1. Discard a card from your hand: Prevent all damage that would be dealt to Trained Pronghorn this turn.

Unquestioned Authority
U, 2W, Enchant Creature. When Unquestioned Authority comes into play, draw a card. Enchanted creature has protection from creatures.

Valor
U, 3W, Creature - Incarnation, 2/2. First strike. As long as Valor is in your graveyard and you control a plains, creatures you control have first strike.

Vigilant Sentry
C, 1WW, Creature - Nomad, 2/2. Threshold - Vigilant Sentry gets +1/+1 and has Haste. Target attacking or blocking creature gets +3/+3 until end of turn.

Tournament #1: Genesis

Bennie: I loved **Oath of Ghouls** potency against counterspells and creature-removal. Genesis fills the same role, costing mana to activate but sitting in the relative safety of your discard pile and working just for you. Whether you pitch it to **Wild Mongrel** to keep dead weenies coming back or get completely twisted with **Buried Alive** and **Entomb**, this is pure reusable card advantage.

Anthony: An incarnation you don't bother playing as a creature, in any format. Tainted Wood and Yavimaya Coast should see lots of play with it — like **Glorify**, it doesn't require a specific basic land in play. Look for it in established decks like blue-black Psychatog, as well as probable new types like blue-white with **Solitary Confinement**.



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PJCC
WORLDWIDE

Grand Prix: Barcelona, Spain Mar. 23-24, Odyssey Block Limited

Falling a week after Pro Tour Osaka, many top players, including Kai Budde, passed on this event. After 14 rounds, Noah Boeken drafted a stellar blue-black deck and smashed his way through the top eight, defeating Christoph Lippert in the finals.

Grand Prix: Kuala Lumpur, Malaysia Mar. 30-31, Odyssey Block Limited

Four of the top eight players at this Grand Prix were from Singapore. After a chaotic draft, American Alex Shvartsman was poised to win, but was bounced in the quarterfinals. Ding Yuan Leong, who drafted a blazing red-black deck, faced the player who knocked out Shvartsman, Chang Chua, in the finals. The finals went

PREMIERE EVENT STANDINGS

GP Barcelona	GP Naples
1. Noah Boeken	1. Pierre Malherbaud
2. Christoph Lippert	2. Jelger Wiegersma
3. Olivier Ruel	3. Kai Budde
4. Carlos Barrado	4. Olivier Ruel
5. Stan van der Velden	5. Patrick Mello
6. Reinhard Blech	6. Iwan Tan
7. Raphael Levy	7. Raphael Levy
8. Franck Canu	8. Christoph Lippert
GP Kuala Lumpur	Pro Tour Nice
1. Ding Yuen Leong	1. Eivind Nitter
2. Chang Chua	2. Abraham Snepvangers
3. Yujian Zhou	3. Svend Geertsen
4. Veerapat Sirilertvorakul	4. Brian Davis
5. Alex Shvartsman	5. Kai Budde
6. Nicholas Wong	6. Anton Jonsson
7. Tobey Tamber	7. Gary Talim
8. Edsel Alvarez	8. Benjamin Niedrig

ON THE ROAD

convention & special event reports

by Joshua Claytor

through the full three games, with Leong winning the final match and the tournament.

Grand Prix: Naples, Italy Apr. 6-7, Odyssey Block Limited

The last European Grand Prix event to use Odyssey Block limited attracted 296 players. Pierre Malherbaud drafted a tight black-green squirrel-infested deck to win over Jelger Wiegersma's green-blue deck in the final.

Pro Tour: Nice, France May 3-5, Odyssey Block Limited

Eivind Nitter needed a win in round 14 to

make the top eight. Nitter drafted his way past Ed Fear, the consensus favorite for that round, to make it to the quarterfinals. Bram Snepvangers defeated Kai Budde and Brian Davis to set himself up for the championship meeting with Eivind. Nitter's Red-Green deck dispatched Snepvangers' Blue-white-black quickly to net Nitter the \$30,000 top prize.

Masters Series: Nice, France May 2-5, Extended

Sixteen of the 30 qualified players for this event were American, but only one made it to the top four — Justin Gary, who defeated Antoine Ruel in the semi-finals. Meanwhile, Alexander Witt's Super-Gro deck beat Kai Budde and his Trix deck to face Gary's Oath of Druids deck in the final. On paper, Oath should win this matchup, but Witt pulled out a 2-1 victory to take the title.

TOP 10 PLAYERS

Limited	Constructed	Composite
1. Jeff W. Cunningham, Vancouver, BC, Canada	1. Sylvain Lauriol, Bagnols sur Ceze, France	1. Kai Budde, Hamburg, Germany
2. Donald Gallitz, Springfield, Va.	2. Robert R Dougherty, Cambridge, Mass.	2. Sol Malka, Dunwoody, Ga.
3. Sol Malka, Dunwoody, Ga.	3. Ken B Ho, San Francisco, Calif.	3. Jens Thorn, Umea, Sweden
4. Jeff K. Fung, Richmond, BC, Canada	4. Tomi A Walamies, Kauniainen, Finland	4. Ken B Ho, San Francisco, Calif.
5. Kai Budde, Hamburg, Germany	5. Osyp I Lebedowicz, Union, N.J.	5. Osyp I Lebedowicz, Union, N.J.
6. Neil N. Reeves, Little Rock, Ark.	6. Jens Thorn, Umea, Sweden	6. Robert R Dougherty, Cambridge, Mass.
7. Andrew Wolf, Roswell, Ga.	7. Kai Budde, Hamburg, Germany	7. Jeff W. Cunningham, Vancouver, BC, Canada
7. Kamiel K Cornelissen, Enschede, Netherlands	8. Geoffrey Siron, Bruxelles, Belgium	8. Olivier Ruel, Aubervilliers, France
9. Tommi A K Hovi, Helsinki, Finland	9. J Gary Wise, Surrey, England	9. Eric L Froehlich, Springfield, Va.
10. Farid Meraghni, Vitry Sur Seine, France	10. Gerard Fabiano, Belleville, N.J.	10. Christoph A Lippert, München, Germany

Teamwork pays off in Magic

Magic: The Gathering is, at heart, an individual game. Pro Tours and Grand Prix events are won by individuals. In the course of a tournament, every single player plays every round against other single players. Given this focus on the individual in tournament-level *Magic*, what's the value of forming your own *Magic* team?

First, a *Magic* team ensures you'll always have people to play *Magic* with. Got Monday nights free? Chances are, one of your teammates has that time off, too. You could get together and practice for upcoming tournaments and test new deck ideas. If there's a night that works for many of you, you could all get together and playtest.

Another major benefit of having teammates is access to their ideas. You may be an excellent player but a mediocre deck-builder, while one of your friends is an excellent deckbuilder but a substandard player. Playtesting with your teammates is a great way to find out what decks are

mastyr

Skills for survival!

by Mary Van Tyne
Team Vicious Bombings



It's amazing what a little teamwork can accomplish ...

viable in which formats, especially formats that are constantly changing. Instead of wondering how your favorite deck matches up against the current Type 2 field, you and your teammates can each build one popular deck so everybody gets a chance to test their theories.

A particularly enjoyable aspect of being on a team is the chance to travel to large tournaments with friends. Team Vicious Bombings took a road trip to Salt Lake City for the Mountain Area Regionals April 21. Previously, two of my friends and I went to New York for the Team Limited Pro Tour. We did

poorly at the tournament itself, but I had a great time on the trip with both of them.

So how do you go about forming a team? Start with your friends. Your friends will make better teammates than random people who have excellent *Magic* skills. It's all right if your team isn't very good to begin with. At the starting point, one thing is more important than *Magic* ability, and that's camaraderie. If you can't get along with the people on your team, you'll never accomplish anything.

Another important thing to remember is that every team member should contribute to the collective effort. Make yourself available for playtesting if you have a lot of free time. Build many different decks if you're a good deck-builder. You could even volunteer to host your team members once a week, if you have a big house and an understanding family. But if someone is on the team and reaping the benefits without contributing anything useful in return, it creates a vacuum of information and ideas.

Some of my most memorable *Magic* experiences have come from my association with my team. Good teamwork can be one of the most beneficial and rewarding aspects of playing *Magic*.

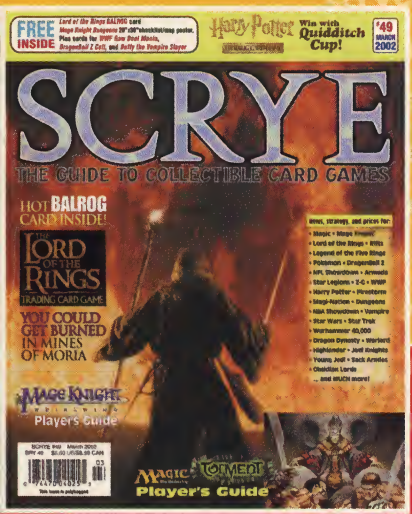


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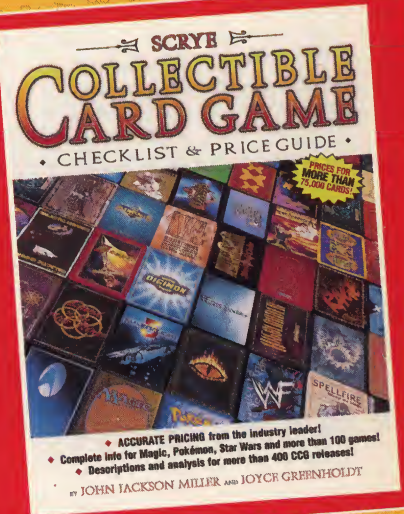


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Waiting for Judgment day



The American Regional Championships are long over. Weeks of preparation were rewarded for the players who qualified for the National Championships, while those who didn't are left pondering their deck choices. Type 2 is stale now, and the next huge Standard event is the American National Championship in early June — before *Judgment* becomes legal for constructed tournament play. In fact, the first large tournament to allow *Judgment* is the much-maligned Amateur Championships at Origins.

Until then, your best bet is to study decks that have performed well. Find out what makes them tick, make your own choice, learn your deck, and then crush all opposition!

Control has winners ranging from mono-black to Counter Trenches. Aggro Control decks have performed well, and the many colors of Braids or blue-green Threshold decks are worth the time to learn. The weakest option, but one that seems to win out of nowhere, is beatdown, with cool decks like Infested Wurm and Red Green beats. The only archetype that's weak in this environment is combo.

The first deck to beat this issue is another twist on Braids. **Black Green Braids** qualified one player for Nationals at Columbus, Ohio, against a field of 600+ players (a record for North American tournaments). Using mana acceleration from **Birds of Paradise** and **Llanowar Elves**, it aimed to play expensive spells like **Beast Attack** and **Call of the Herd** quickly. A third-turn Braids, while unlikely, spelled quick death for any resource-deprived

2 opponent. What made this deck more powerful than most Black

BLACK GREEN BRAIDS

- 4x Chainer's Edict (TO)
- 4x Birds of Paradise (7th)
- 4x Braids, Cabal Minion (OD)
- 4x Spiritmonger (AP)
- 4x Wild Mongrel (OD)
- 4x Beast Attack (OD)
- 4x Llanowar Wastes (AP)
- 11x Forests (7th)
- 4x Call of the Herd (OD)
- 4x Llanowar Elves (7th)
- 9x Swamps (7th)
- 4x Squirrel Nest (OD)



Green decks was the synergy between **Braids**, **Cabal Minion** and **Squirrel Nest**. Your opponent loses an important resource while all you lose is a small token creature. **Wild Mongrel** brings the beat down, and grows larger when you pitch the deck's flashback cards to it. **Spiritmonger** ends the game quickly and **Chainer's Edict** ends your opponent's hope of blocking.



Zombie Infestation with the madness mechanic is like having ice cream with hot fudge. Pitch two **Fiery Tempers** to make a Power 2 token while hitting your opponent for six points. **Wild Mongrel** acts as another discard unit. This deck is chock full of synergy. **Grim Lavamancer** takes cheap madness cards and uses them to fuel a **Cursed Scroll** effect. Don't have answers to the threats on the board? **Skeletal Scrying** clears your graveyard and gives you more fuel for **Zombie Infestation** or **Wild Mongrel**, plus more madness cards.

Clipped Wings showed promise at the Regional in Atlanta, Ga. Although the deck's player didn't qualify, he started with a perfect 8-0 record.

This version of Counter Burn takes advantage of the current creature-hating metagame. Opponents who packed a lot of hate like **Innocent Blood** or **Chainer's Edict** had at least four cards that were useless

Ben Seck introduced **Wurm Infestation** to the world on www.brainburst.com. This three-color deck has mana issues, but when it comes out of the gate, it hits hard.

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2 **Prophetic Bolts**, **Fact or Fiction**, and two **Urza's Rage**? **Firebolt** kills off the quick creatures, and flashes back for another two points of damage. **Counterspell** and **Syncopate** with counter any further threats, while **Repulse** lets you slow the tempo. **Earthquake** can be used as a large finisher or for mass removal.

Another popular deck from Regionals is **Terminator**. Resembling **Wurm Infestation**, **Terminator** takes advantage of a cleaner, tighter mana base. **Flametongue Kavu** and **Terminate** kick off the creature hate while fueling your own killing machine, **Mortivore**. **Pernicious Deed** sweeps the board clear of blockers and further fuels the regenerating black creature. **Phyrexian Rager** gives the



- ### CLIPPED WINGS
- 4x Counterspell (7th)
 - 3x Syncopate (OD)
 - 4x Fire/Ice (AP)
 - 4x Prophetic Bolt (AP)
 - 4x Fact or Fiction (IN)
 - 4x Sleight of Hand (7th)
 - 2x Earthquake (7th)
 - 4x Firebolt (OD)
 - 4x Urza's Rage (IN)
 - 4x Repulse (IN)
 - 4x Shivan Reef (AP)
 - 12x Island (7th)
 - 7x Mountain (7th)



Got no one to play with?

Options for playing Magic online

Almost since its release, *Magic: The Gathering* has had a presence on the Internet. What began as one of the busiest newsgroups on usenet spread to websites and eventually to online versions of the game like *Apprentice* and *Magic Online*. Today there are a couple of websites that help you play *Magic* online, as well as more general-purpose sites that can help get your online (or real) deck squared away.

The first thing to do if you plan to play online *Magic* is to decide which software to use. The two main choices are *Apprentice* by Dragonstar Studios and *Magic Online* by Wizards of the Coast. *Magic Online* has an amazing user-friendly interface, with great graphics and good play. *Apprentice* is just OK. The big difference is *Magic Online* (once it's out of beta testing) will require users to purchase virtual booster packs at retail price to play, while *Apprentice* is free.

To download *Apprentice*, visit Dragonstar Studio's website: www.dragonstudios.com/apprentice/. To download *Magic Online*, visit Wizard's of the Coast's *Magic Online* page at <https://magiconlinestore.wizards.com/>. After downloading and installing the software, you'll need to build a deck. *Magic Online* and *Apprentice* have similar deck-building interfaces. *Magic Online* offers nice pop-up scans of the cards you're building with, but you're limited to cards you "own." With *Apprentice*, you can build with any cards, but you only get card text.



Armed with a deck, it's time to track down an opponent to play. With *Magic Online*, you simply log on and go to one of the many rooms dedicated to draft or constructed or whatever, and join a tournament or challenge someone. Finding an opponent in *Apprentice* is a bit more involved. You need to know who you're playing and have their IP address (and they need yours) or you need to locate an opponent through IRC or some other method (ICQ, e-mail, AOL instant messenger, etc.). *Apprentice's* in-program help has information on all of this, but connecting is more involved and less user-friendly than *Magic Online*. It may seem like *Apprentice* is not

a good choice for online play, but this really isn't the case. *Magic Online* and *Apprentice* are simply in different leagues.

I recommend trying both. *Magic Online* is currently superior. It's free in the beta-testing stage, and has near-perfect game play. The only problem I see it suffering from at the moment is the overworked *Magic Online* servers not being able to handle all the people playing. Once it gets out of beta, you can decide if it's worth the money to play *Magic Online* versus *Apprentice*.

Playing online *Magic* takes a traditional collectible card game into a whole new dimension. It's not a replacement for sitting around a table with friends and playing, but if you're away from home or don't live near other players, a few online games may be just the thing for you.

Some useful Magic links:

www.wizards.com - Wizards of the Coast's website has lots of *Magic* coverage, as well as info on other Wizards of the Coast games.

www.wizards.com/sideboard - The online home of *Sideboard* magazine has strategy and reports from the Pro Tour, Grand Prix, and other big tournaments.

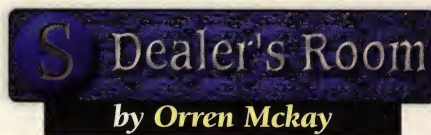
www.mtgnews.com/ - Current events and a nice searchable spoiler generator.

www.starcitygames.com/magic.php - This *Magic* strategy page usually has good articles.

www.brainburst.com - Another decent strategy and tournament-report site.

Quest for the Grail

Find the rarest Magic cards



Magic: The Gathering has more than a billion cards in circulation. This leads some collectors and players to hunt for the rarest, shiniest, and most unusual *Magic* cards available. The trick can be finding out about — not to mention locating — the *crème de la crème* of the *Magic* world.

The first place to start any quest is with information. Bob Flaminio's *Magic Rarities Site* (www.flaminio.com/magic/rarities.html) has lots of scans in a well-organized and informative site. Whether you're looking for info on the latest DCI Judge foil, the Jun Minagishi token cards, or the bootleg Middle Ages expansion, this is the site for you.

After looking over the "standard" *Magic* cards, you can delve into the realm of misprints. Squit's *Magic Misprint/Error List* (<http://members.tripod.com/~squit/MainError.html>) is a good starting point for this.

After finding out what exists, it's time to decide what you want and try to find it. As with most everything collectible, the first place to start is eBay (www.ebay.com). eBay has several auction categories dedicated to *Magic*, and many people post cards for sale. The drawback to



eBay is that, if the card you're after is hot, you'll usually end up paying a steep price for it. If the cards you like aren't highly sought-after, you'll often find a bargain. The upside is you have access to sellers around the world. If you want the *Portal 1* alternate-art basic lands only avail-

able in Mainland China, eBay is the place to go.

If you prefer to hold on to your hard-earned cash and trade for the cards you seek, a good page to visit is the *Magic: The Gathering Online Trading League* (www.magictraders.com/).

Many traders post their haves and wants at this site, which also has a feedback feature similar to eBay. The feedback adds a little more security and peace of mind when making substantial online trades.

One source I'd recommend staying away from is most card dealers. Anything exotic usually costs at least double and often much more from a dealer. One example that springs to mind is a Summer *Magic Blue Hurricane I* was looking for. I found an online dealer offering one for the "bargain" price of \$6,000. An eBay auction sold one for under \$1,000 (not to me; I didn't want it that badly).

As this example also shows, sometimes people selling that rarity you want so badly will be asking more than you can comfortably pay. Sometimes you have to say "no thank you" and pass. Just remember, often it's not the possessing but the pursuit that makes it worthwhile.

Drive opponents **CRAZY** with **MADNESS** deck

MAGIC
The Gathering

My local playtesting group came up with this blue/red concoction, which doesn't so much abuse *Torment's* madness mechanic as takes it outside and gives it a solid beating. Half the cards are madness cards; the other half are ways to utilize madness.

Aquamoeba is a 1/3 wall you can feed madness cards to. You can pitch a card to make it a 3/1. That card could be **Fiery Temper**, to clear out a blocker, or **Obsessive Search**, to draw a card.

OBSESSIVE-COMPULSIVE BEHAVIOR

- 4x Aquamoeba (TR)
 - 4x Merfolk Looter (7th)
 - 2x Grim Lavamancer (TR)
 - 3x Compulsion (TR)
 - 4x Obsessive Search (TR)
 - 4x Fiery Temper (TR)
 - 4x Violent Eruption (TR)
 - 4x Memory Lapse (7th)
 - 4x Counterspell (7th)
 - 4x Circular Logic (TR)
 - 4x Shivan Reef (AP)
 - 10x Mountain
 - 9x Island
- SIDEBARD**
- 4x Aether Burst (OD)
 - 4x Gainsay (PL)
 - 4x Flametongue Kavu (PL)
 - 3x Disrupt (IN)



SCRYE LAB NEW DECK CONCOCTIONS! by Dave Meddish

The deck has a powerful card-drawing engine fueled by **Merfolk Looter** and **Compulsion**. Obsessive Search, which at worst replaces itself for one blue mana, gives you two-for-one card advantage when used with the Looter and Compulsion. These two cards enable you to turn **Fiery Temper** and **Circular**

Logic into one-mana cardtrip versions of **Counterspell** and **Lightning Bolt**.

Two copies of **Grim Lavamancer** fill out the creature base. Unlike most one-casting-cost creatures, Lavamancer is something you'd prefer to cast later in the game rather than on turn one. By then, your graveyard is full, so it can deal that last few points of damage when there's a creature stall.

The deck runs 12 total counters, including, of course, Counterspell. **Memory Lapse** is a tempo control card, like **Aether Burst** or **Repulse**. Early

on, it's like a **Time Walk**, giving you a free turn to attack or fill your hand. Circular Logic is powerful combined with Compulsion and Merfolk Looter. Since your graveyard tends to fill rapidly, it's a guaranteed counter save for the first few turns of the game.

As for the burn option, in addition to **Fiery Temper**, there's **Violent Eruption** — even without madness, it's a superior board-sweeper. Playable on turn three, it can shift the balance of the board to you or deliver the last few points of damage straight to an opponent. Four damage at instant speed for three mana? It's madness, I tell you, madness!

The sideboard is designed to combat decks that give OCB the most trouble, primarily creature rush decks. **Disrupt**, combined with **Gainsay**, lets you punch through the toughest control decks. **Flametongue Kavu** provides more two-for-one card advantage and solid defense against R/G rush decks. Aether Burst is also good against R/G rush, as well as giving the deck a way to deal with the occasional **Spiritmonger** that sneaks through the counters.

The deck is a blast to play. Get about four or five lands into play, beat down with an Aquamoeba or two, draw tons of cards with Merfolk Looter and Compulsion, and pitch lands and madness spells until you win or run out of cards — whichever comes first.

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Type 1 Goblin Attack!

Alex Kosoris writes:

I have a goblin deck which used to be Extended but I'm trying to make it Type 1. It plays much like a Sligh deck. When I don't get a bad draw, I can go extremely fast with the **Goblin Lackeys**. The deck is good, but I'm starting to lose my winning streak. I'm trying to work in my **Fork** and I was wondering if I should put my sideboard **Bedlams** into my main deck. I found that Bedlams are a good way to get around creatures with protection from red, which the deck also has problems with. Please help me. I have access to almost any card that costs \$20 or less.

- 4x Goblin Lackey (US)
- 4x Mogg Flunkies (SH)
- 1x Wheel of Fortune (Rev)
- 3x Fireblast (VI)
- 4x Goblin Patrol (US)
- 4x Lightning Bolt (Rev)
- 4x Goblin King (7th)
- 4x Mogg Fanatic (TE)
- 4x Cursed Scroll (TE)
- 4x Ball Lightning (Rev)
- 4x Incinerate (IA)
- 20x Mountain (7th)

Bennie responds:

Goblin decks (and red burn in general) are very effective in Type 1 given its variety of efficient damage-dealing red spells. They're also relatively cheap compared to many other top decks. What can we do with your Goblin deck to make it more competitive in that arena? First, swap the **Goblin Kings** (too slow at three mana) for **Goblin Grenades** — five damage for one red mana and two cards, really upping the damage this deck can dish out fast. **Chain Lightning**, a common from *Legends*, should be fairly easy to get ahold of, and it functions basically like **Lightning Bolt**. We also want four copies of **Fireblast**, which is by far the scariest spell in Sligh.

Your goblin selection looks good, though I cut a few Lackeys to make some room. I also recommend trying out **Browbeat**, a new "punisher" spell from *Judgment*, in place of **Wheel of Fortune**. For the same mana and speed, you either draw three cards or your opponent takes five points of damage. Your opponent gets to choose which, but neither option appeals when facing a burn deck.

I also changed your land mix. I would normally advise a mix of **Wasteland** and **Strip Mine** to disrupt your opponent's mana base while you attack with weenies, but you mentioned problems with creatures that have protection from red. **Cursed Scroll** can help, but I also added four **Barbarian Rings**. The pain they cause will seldom matter to you, but this deck is bound to



reach threshold fast, and at that point, each Ring is a colorless, uncounterable source of damage. Here's what I ended up with:

- 4x Lightning Bolt (Rev)
- 4x Incinerate (IA)
- 4x Chain Lightning (LG)
- 4x Goblin Grenade (FE)
- 4x Ball Lightning (Rev)
- 4x Fireblast (VI)
- 1x Fork (Rev)
- 2x Goblin Lackey (US)
- 4x Goblin Patrol (US)
- 4x Mogg Fanatic (TE)
- 4x Cursed Scroll (TE)
- 1x Browbeat (JU)
- 4x Barbarian Ring (OD)
- 16x Mountain (7th)

Tip-Toe through the Minefield ...

John Boisvert writes:

This deck I've just finished needs a lot of work. What I try to do is bring out **Samite Elder** and **Powerstone Minefield** and wait for my opponent to attack. If his creatures survive the minefield, I have **Master Healers**, **Militant Monks**, and **Samite Healers**. I also put in **Earthquake** and **Breath of Darigaaz**. The blue is to get the cards faster. I would like this deck to be type 1.5. Here is my deck:

- 3x Samite Elder (PS)
- 4x Master Healer (7th)
- 4x Samite Healer (7th)
- 4x Militant Monk (TR)
- 2x Crimson Acolyte (IN)
- 2x Angelfire Crusader (AP)
- 1x Atalya, Samite Master (IN)
- 4x Powerstone Minefield (AP)
- 4x Earthquake (7th)
- 4x Breath of Darigaaz (IN)
- 4x Accumulated Knowledge (NE)
- 4x Opt (IN)
- 9x Plains (7th)
- 6x Mountains (7th)
- 5x Islands (7th)

Bennie responds:

Powerstone Minefield is a sadly underused enchantment, so I was glad to see your deck idea. The first thing that worried me, though, was the fact you were using three colors with no way to smooth out your mana — no dual lands or anything. Since you're obviously using blue simply for card-drawing and sifting through the deck, presumably to find a Minefield, we can cut the blue and add cards that follow the theme, let-

ting redundant effects ensure you get the "combo" into play. A two-color deck is more reliable, especially in Type 1.5, where you can make use of dual lands such as **Plateau** and **Battlefield Forge**.

Your initial approach is to use the Minefield and clerics to make an unassailable defense, waiting for your opponent to attack. But what if he doesn't? What if he's using a combo deck or a deck with a few huge creatures that only need to hit you a few times to win? You can use the fantastic redundancy of Minefield, **Earthquake** and **Breath** and combine it with protection-from-red creatures to make a more aggressive deck. **Soltari Priest** and **Thermal Glider** come to mind, but **Paladin en-Vec** is particularly vicious, with protection from red and first strike working synergistically with **Powerstone Minefield**. If he attacks, a blocking creature needs greater than four toughness to survive the Minefield damage plus the Paladin's first strike. **Warrior en-Kor** is a nice supplemental creature, letting him shunt Minefield damage to other creatures that actually have protection. Round the creatures out with **Knight of Dawn**. Though its ability is expensive, he has first strike and can gain protection from red, so he can function much like the Paladin (occasionally he'll be better).

I added the versatile **Swords to Plowshares** to kill any particularly large creatures or opposing creatures that also have protection from red. Don't forget, in a pinch, you can Plow one of your own creatures to gain some needed life points, an important thing to remember since you'll damage yourself with **Earthquake** and **Breath**. Here's what I ended up with:

- 4x Soltari Priest (TE)
- 4x Warrior en-Kor (SH)
- 4x Paladin en-Vec (EX)
- 4x Thermal Glider (MM)
- 4x Knight of Dawn (TE)
- 4x Powerstone Minefield (AP)
- 4x Earthquake (7th)
- 4x Breath of Darigaaz (IN)
- 4x Swords to Plowshares (IA)
- 4x Battlefield Forge (AP)
- 4x Plateau (Rev)
- 6x Mountains (7th)
- 10x Plains (7th)



Take the measure of your local metagame



Figuring out the metagame is the key to being successful at all levels of playing constructed Magic. While the pros and Grand Prix players must look further afield, the local player can narrow his focus. Successfully determining the direction of your local metagame, which is often radically different than the larger metagame, will keep you at the top of your weekly tournaments.

The major distinguishing factors between the big-picture metagame and the goings-on at your local events are widely divergent play skill and card pools. At the pro level, there's an assumption of skill level and rules knowledge that simply isn't uniformly present locally. Also, the game's elite have access to every card they might want or need, while little Johnny might be playing out of a 400-card collection.

When pros are deciding what to play, they have the luxury of ruling out a number of "unplayable" cards. You're not so lucky. Popular net-decks and successful high-profile decks were designed based on assumptions that you can't make. The rogue factor is much higher locally, so you're going to have to deal with the possibility of facing **Patron Wizard**, **Rag Man**, and **Okk**.

So what's a prospective local champion to do? Pay attention — and pay attention to who's paying attention. It's simple in theory and not all that difficult in practice, either.

You can't ignore the net-deck factor. There are players who jump on StarCity or Sideboard and build whatever did well at the last big tourna-

S METAGAME THE BIG PICTURE!

by Sheldon K. Menery

ment. They're sure to have a decent deck, but they may not be conversant with the deck's underlying principles. That's OK for you, especially when you figure out who they are. You can base your reaction to the game to theirs. If there's a commonly accepted "deck to beat" (like Necropotence, back in the day), then your job is easier. Every pro hopeful will hop on the bandwagon.

The Little Johnny factor means there will be more creature beatdown decks locally. Your uber-control, designed to deal with the 18-22 creatures most people play, will run into difficulties when the Scungili twins play their 34-creature monstrosity. Err on the side(board) of additional creature control.

Analyze the people who generally show up at local events. Is the composition predominantly Pro Tour hopefuls or is it a cross-section of tournament players, casual/social players, and beginners? Weekly events at Your Move Games in Boston are likely to be decidedly different than our weekly events here in Anchorage, Alaska. If you have more players who are more deeply

involved in the game, you can be sure that the net influence will be greater.

After that, just watch. Get a feel for the tendencies of individuals and of the environment as a whole. If someone comes up with or

plays a successful deck, is there a rush to copy it, do players immediately start planning against it, or is it ignored? What happens when the environment shifts in a particular direction? Your reaction must be based on how everyone else reacts.

We recently had a situation where control was popular. One night, literally 75% of the decks featured counterspells. The following week, one observant player showed up with **Price of Glory** featured in his main deck. He went undefeated.

Being successful in your local metagame means correctly judging what the people who show up are going to do with the resources they have available, and how they're going to react to everyone else. Determine the leaders, the followers, and the true rogues, and eventually you'll be the one that they're metagaming against — so you'll always be one step ahead.



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Tapping the knowledge vault

Rules

Q: What happens when someone casts **Memory Lapse** on an **Urza's Rage**?

A: He wastes his time and annoys the pig. [Rimshot!] **Memory Lapse's** "return to the top of the library" ability is contingent on it actually countering the spell. If it doesn't counter the spell, the zone-change replacement can't happen, because the **Rage** spell card is still on the stack instead of getting put in the graveyard.

Q: How can you play a madness spell that you've discarded during your discard phase? Haven't you lost any opportunities to play any spells at that point?

A: No, because the madness spell has created a triggered ability. During cleanup, if any abilities have triggered, the active player receives priority to play spells and abilities (Comprehensive Rules 314.1c). Once the stack is empty and both players pass, another cleanup step begins.

Q: If I use a **Parallax Wave** to remove two legendary creatures from play and then the Wave fades away, do the two legends die or do I get to choose which one came in first and destroy the other one?

A: The two legends will come into play at the same time and then both are put in the graveyard (420.5c).

Q: What happens when **Nefarious Lich** and **Transcendence** are in play at the same time on one side of the table?

A: You would be almost impossible to kill except by decking or with the aid of enchantment removal. **Transcendence** says you don't lose for having zero or less life, but if you reach 20 or more life, you lose the game. This can't happen, however, because **Nefarious Lich** says that, instead of gaining life, you draw that many cards instead. If somehow you would lose life (let's use **Undermine** as an example), you would first lose three life, then, as a triggered ability of the **Transcendence**, gain twice that much back — except that when the trigger goes to resolve, **Nefarious Lich** replaces that life gain by having you draw six cards instead. It doesn't matter what your life total is, because **Transcendence** is protecting you. A normal creature



by Bennie C. Smith & Sheldon Menery

attacking you can't hurt you, because the **Lich** replaces damage with removing cards from your graveyard instead. Note that a creature attacking you doesn't trigger the **Transcendence** gain life ability, because the damage never gets dealt (due to the **Lich's** replacement). If you're going to lose, it's likely to be because you run out of cards in your graveyard or your library (or, of course, the **Lich** leaves play).

Card-Specific

Q: If my **Vesuvan Doppelganger** copies a **Spiritmonger**, can I change the Vesuvan to black until end of turn to dodge my opponent's **Terror**?

A: Yes. The **Vesuvan** gains all the abilities of the **Spiritmonger**. It's blue because of its own text, but you can spend G to change it until end of turn, at which time it'll turn back to blue.

Q: If a **Vesuvan Doppelganger** gets +1/+1 counters while copying a **Spiritmonger**, then changes to another creature, does it lose those counters?

A: No. The counters stay.

Q: If my **Vesuvan Doppelganger** copies a **Spiritmonger** that already has +1/+1 counters, does it also get those counters, too?

A: No. The **Doppelganger** copies the **Spiritmonger's** base characteristics (minus color). Other effects (like if the **Spiritmonger** had previously had a **Giant Growth** played on it) and counters aren't copied.

Timing

Q: I play **Nostalgic Dreams** and discard a **Fiery Temper**, then use

Temper's madness ability to cast it. Once the stack resolves and **Fiery Temper** goes to the graveyard, can I return it to my hand with **Nostalgic Dreams**? Or do I have to specify which cards I'm returning as I play **Nostalgic Dreams**?

A: **Nostalgic Dreams** targets the cards you're returning from the graveyard. That means you have to choose them during announcement. You choose targets before you pay costs (409.1c), so you can't get back the **Fiery Temper**, because it's not in your graveyard when you announce **Dreams**.

Q: If your opponent has **Standstill** in play and you cast a spell, can your opponent activate **Standstill** to try to draw a counterspell to use on the spell you just cast?

A: Yes. After **Standstill** resolves and your opponent has drawn the cards, the active player once again gets priority. Your opponent can use one of the cards he just drew or even one that was already in his hand to counter the spell that triggered **Standstill**.

Combat

Q: If a creature your opponent controls attacks you and its power is higher than your remaining life, but it's enchanted with a **Soul Link** that you control, do you lose the game or does the **Soul Link** save you?

A: You lose the game. The **Soul Link** has a triggered ability. If the creature does damage, you'll gain life. Unfortunately for you, the damage has to resolve before the triggered ability goes on the stack. Just before it goes on the stack, you check for State-Based Effects (420). The game sees that you have zero or less life, and you lose before the trigger can resolve.

Creature Abilities

Q: If my opponent activates **Grim Lavamancer** and only has two cards in the graveyard, can I respond with a **Coffin Purge** to fizzle his ability?

A: No. Costs are paid during the announcement of the ability (409.1f), and you don't get priority until after the announcement is complete. By the time you get the chance to respond, the cards are already gone. We know that removing the two cards is a cost, because it's to the left of the colon. Note that "fizzle" is an obsolete term in **Magic**.

Q: I have a **Royal Assassin** in play and my opponent has a **Razorfin Hunter** in play. He taps it to do one damage to my **Assassin**, and I tap the **Assassin** to kill the **Hunter**. Would the **assassin** kill the **hunter** without taking damage or do they kill each other?

A: They kill each other. Once an ability is on the stack, removing the source of the ability won't stop the effect from happening.

Q: Can I regenerate a creature from a **Pernicious Deed**, even though the **Deed** isn't doing any damage?

A: Yes. Regeneration is a destruction-replacement effect. "Regenerate [this]" means "The next time [this] would be destroyed this turn, instead remove all damage from it, tap it, and (if it's in combat) remove it from combat." (419.6b)



Send your rules questions to scryedecks@krause.com!

Recent rulings & happenings



DCI update

• No new cards have been placed on the Banned or Restricted list of any *Magic* format as of May 1.

• *Judgment* will be legal for constructed tournament play July 1. The first large tournament to use this set legally is the Amateur Championships, scheduled for July 6 at the



Origins convention in Columbus, Ohio.

• Errata for tournament play has been

issued for the five Wish cards in the *Judgment* expansion. When you play one of the Wish cards in a tournament, you can get a card only from your sideboard or your removed-from-game zone. In effect, this rule keeps players from getting access to their entire collections at tournaments. However, if you want to Wish out a **Black Lotus** when playing at your kitchen table, feel free!

Banned & Restricted

CURRENT AS OF MAY 1, 2002 CARD SETS PERMITTED FOR M:TG TOURNAMENT PLAY

TYPE 1 (CLASSIC) SETS: Arabian Nights, Antiquities, Legends, The Dark, Fallen Empires, Ice Age, Homelands, Alliances, Mirage, Visions, Weatherlight, Tempest, Stronghold, Exodus, Urza's Saga, Urza's Legacy, Urza's Destiny, Mercadian Masques, Nemesis, Prophecy, Invasion, Planeshift, Apocalypse, Odyssey, Torment, promotional cards, and all basic sets (Alpha-7th Ed.)

TYPE 1 RESTRICTED: Ancestral Recall, Balance, Berserk, Black Lotus, Black Vise, Braingeyser, Channel, Crop Rotation, Demonic Tutor, Demonic Consultation, Doomsday, Dream Halls, Enlightened Tutor, Fact or Fiction, Fastbond, Fork, Frantic Search, Grim Monolith, Hurkyl's Recall, Library of Alexandria, Lotus Petal, Mana Crypt, Mana

Vault, Memory Jar, Mind Over Matter, Mind Twist, Mox Diamond, Mox Emerald, Mox Jet, Mox Pearl, Mox Ruby, Mox Sapphire, Mystical Tutor, Necropotence, Recall, Regrowth, Sol Ring, Strip Mine, Stroke of Genius, Time Spiral, Time Walk, Timetwister, Tinker, Tolarian Academy, Vampiric Tutor, Voltaic Key, Wheel of Fortune, Windfall, Yawgmoth's Bargain, Yawgmoth's Will

TYPE 1 (CLASSIC) BANNED: Amulet of Quoz, Bronze Tablet, Chaos Orb, Contract from Below, Darkpact, Demonic Attorney, Falling Star, Jeweled Bird, Rebirth, Tempest Efreet, Timmerian Fiends

TYPE 1.5 (CLASSIC-RESTRICTED) SETS: Arabian Nights, Antiquities, Legends, The Dark, Fallen Empires, Ice Age, Homelands, Alliances, Mirage, Visions, Weatherlight, Tempest, Stronghold, Exodus, Urza's Saga, Urza's Legacy, Urza's Destiny, Mercadian Masques, Nemesis, Prophecy, Invasion,

Planeshift, Apocalypse, Odyssey, Torment, promotional cards, and all basic sets (Alpha-7th Ed.)

TYPE 1.5 BANNED: Amulet of Quoz, Ancestral Recall, Balance, Berserk, Black Lotus, Black Vise, Braingeyser, Bronze Tablet, Channel, Chaos Orb, Contract from Below, Crop Rotation, Darkpact, Demonic Attorney, Demonic Consultation, Demonic Tutor, Doomsday, Dream Halls, Enlightened Tutor, Fact or Fiction, Falling Star, Fastbond, Fork, Frantic Search, Grim Monolith, Hurkyl's Recall, Jeweled Bird, Library of Alexandria, Lotus Petal, Mana Crypt, Mana Vault, Memory Jar, Mind Over Matter, Mind Twist, Mox Diamond, Mox Emerald, Mox Jet, Mox Pearl, Mox Ruby, Mox Sapphire, Mystical Tutor, Necropotence, Rebirth, Recall, Regrowth, Sol Ring, Strip Mine, Stroke of Genius, Tempest Efreet, Time Spiral, Time Walk, Timetwister, Timmerian Fiends, Tinker, Tolarian Academy, Vampiric Tutor, Voltaic Key, Wheel of Fortune, Windfall, Yawgmoth's Bargain,

Yawgmoth's Will

EXTENDED FORMAT (TYPE 1.X) SETS: 5th Ed., 6th Ed., 7th Ed., Ice Age, Homelands, Alliances, Mirage, Visions, Weatherlight, Tempest, Stronghold, Exodus, Urza's Saga, Urza's Legacy, Urza's Destiny, Mercadian Masques, Nemesis, Prophecy, Invasion, Planeshift, Apocalypse, Odyssey, Torment, dual lands and promotional cards.

EXTENDED FORMAT BANNED: Dark Ritual, Demonic Consultation, Dream Halls, Earthcraft, Lotus Petal, Mana Crypt, Mana Vault, Memory Jar, Mind Over Matter, Necropotence, Replenish, Survival of the Fittest, Time Spiral, Tolarian Academy, Windfall, Yawgmoth's Bargain, Yawgmoth's Will, Zuran Orb

TYPE 2 (STANDARD) SETS: 7th Ed., Invasion, Planeshift, Apocalypse, Odyssey, Torment

ICE AGE BLOCK (EXTENDED) SETS: Ice Age, Homelands, Alliances

ICE AGE BLOCK BANNED: Amulet of

Quoz, Thawing Glaciers, Zuran Orb.

MIRAGE BLOCK SETS: Mirage, Visions, Weatherlight

MIRAGE BLOCK BANNED: Squandered Resources

RATH CYCLE SETS: Tempest, Stronghold, Exodus

RATH CYCLE BANNED: Cursed Scroll

ARTIFACT CYCLE (TYPE 2) SETS: Urza's Saga, Urza's Legacy, Urza's Destiny

ARTIFACT CYCLE BANNED: Gaea's Cradle, Memory Jar, Serra's Sanctum, Time Spiral, Tolarian Academy, Voltaic Key, Windfall

MASQUES BLOCK SETS: Mercadian Masques, Nemesis, Prophecy

MASQUES BLOCK BANNED: Lin Sivvi Defiant Hero, Rishadan Port

INVASION BLOCK SETS: Invasion, Planeshift, Apocalypse

ODYSSEY BLOCK SETS: Odyssey, Torment

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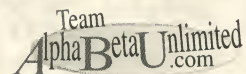
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MAKE MAGIC STRATEGIES WORK IN LORD OF THE RINGS ~ BRING MAGIC TO MIDDLE EARTH



Magic players who are playing (or considering playing) *Lord of the Rings* will find enough similarities in both games to make some familiar strategies work, while *LotR's* differences throw other tried-and-true approaches right into the graveyard.

Companions and minions work like creatures; conditions, possessions, and artifacts are like different types of enchantments; and events are instants. Allies are similar to *Magic* artifacts: some are used as blockers, but most as resources. Experienced *Magic* players know an enchantment and an instant that do the same thing each offer an advantage: permanence in the former, surprise in the latter. Conditions and events can be compared the same way.

Other strategies aren't as obvious. *Magic's* old Lich deck worked by using up your life points, then using **Lich** to save you from death. A similar *LotR* deck heaps exertion and burdens on Frodo, kills Frodo, and gives the ring to Sam. The Lich deck provides a roadmap for a Suicide Frodo deck.

Both games require resource management: your deck, cards in play, hand, pool (mana or twilight), and discard pile. You can transfer resources between categories, which was the basis for *Magic's* Prosperous Bloom deck. Exploiting this in *LotR* depends on race — Hobbits are better at searching the draw deck; Dwarves are better at playing cards from the discard pile. Two-color *Magic* decks allow you to offset one color's weakness with another's strength. In the same way, adding Sauron or Moria cards can provide direct damage missing from the Ringwraith culture.

Three primary differences between *Magic* and *LotR* impact strategy: pool management, card



drawing, and removal. *Magic* players have more control over their pools, since they play and tap lands from their decks. Not so in *LotR*. The Free Peoples' player can play whatever he likes, while the Shadow player depends on what her opponent gives her. This makes the Shadow side harder to design. It needs to be prepared for both lean times and excess — like a Moria Swarm-Cave Troll deck.

LotR's card-drawing mechanics rewrite *Magic's* view of card value. In *Magic*, you draw one card per turn, so card drawing and discarding are powerful. In *LotR*, you get to refill your hand, so a single card doesn't make as much difference. Both **Hymn To Tourach** and **The White Arrows of Lorien**

cause your opponent to discard two random cards. The former was banned from *Magic* as too powerful; the latter isn't strong enough to see much play in *LotR*, where discarding and card drawing offer short-term rather than long-term advantage.

Discard is a viable side strategy. Combined with deck destruction, it can leave an opponent with no options. Necropotence decks, the classic "broken" *Magic* deck, drew lots of cards and destroyed its opponent's resources. Draw-discard was the backbone, and *LotR* can exploit this strategy for short-term card advantage. A long-standing *Magic* rule is "never overplay your hand," because you don't want an empty hand when **Armageddon**, **Tranquility**, or another mass-destruction spell annihilates your resources. Because you refill your hand in *LotR*, holding back *limits* your options. In *Magic*, a **Fireball** that kills three creatures gives card advantage by eliminating three cards for one. In *LotR*, such advantage is temporary. If I kill a Balrog to spare my companions, it doesn't matter if I use three, five, or all the cards in my hand. The short-term disadvantage is offset by the long-term gain.

Card removal also influences *LotR* strategy. Allies and conditions are easily removed, but not possessions, companions, and minions. For this reason, you'll often see multiple cards played on a single character in *LotR*, where in *Magic*, a creature with even one enchantment is a target.

Perhaps the most important thing to remember is that, whatever you play, common principles help bridge the gap between games. A new game doesn't always need a new trick — just a way to make old ones fresh again.

BRING FOES DOWN WITH A HAIL OF ARROWS

The archery phase of *Lord of the Rings* gives you a shot (literally) at killing foes before they get a chance to scratch your team. You just need enough archery points to kill an opposing character before the skirmish phase.

For the Free Peoples, this is easy when facing such Shadow cultures as Moria, since many Moria minions have only one vitality point. Against higher-vitality minions (especially Nazgûl), it can be difficult. But if you wound a minion once or twice, it's likely to fall to your arrows when you move again. When shooting at Free Peoples cards, don't worry about not killing a character outright — those wounds will add up over the course of a few battles until the heroes drop like flies.

Free Peoples archers aren't easy to come by, so you'll need to recruit some with **Elven Bow**. A good starting archery Fellowship consists of **Frodo**, **Son of Drogo**, **Legolas**, **Greenleaf**, and **Arwen**, **Daughter of Elrond**. Bid high to go first so you can use **The Prancing Pony** to fetch **Aragorn**, **King in Exile**, since he can acquire **Aragorn's Bow** later. **The Splendor of Their Banners** is a key card, since it can finish off a dangerous minion. It's best to put it on Arwen, since Aragorn can heal her each turn. Other damaging effects include **Power According to His Stature**, **Double Shot**, **A Ranger's Versatility**, and **Pursuit Just Behind**.

Each turn, move as far as you can, with little

by Nate Heiss

regard to the twilight you add to the pool. Your arrows will take care of danger, and your characters aren't wimps, either. Use **The Last Alliance of Elves and Men** and **Power According to His Stature** to ditch monsters that survive your arrows. Two things to watch out for with this type of deck: It may take a while to get rolling if you don't draw any bows; and beware **Anduin Wilderland**, where you skip the archery phase!

On the Shadow side, most Shadow archers can fight, too, and getting that extra hit in really makes a difference.

The trick is to time your archers' appearances so the wounds they inflict won't be lost when your opponent reaches a haven — try starting the assault after they leave site 3 or 6.

Typical Shadow archery cards are **Lurtz**, **Servant of Isengard**, **Orthanc Assassin**, **Goblin Archer**, **Goblin Bowman**, **Moria Archer Troop**, **Goblin Marksman**, and the **Orc Bowmen** condition. There are a few cards that have an archer-like effect, such as **Bitter Hatred** and **Hate**. Most of the regular archery cards are from the Isengard and Moria cultures.

Without a doubt, the Sauron culture's **Orc Bowmen** is the most powerful archery card in the



game — effectively giving you free wounds every turn. And it's stackable — if you have two out, you add +2 to your minion archery total if you can spot just one Sauron Orc. For a powerful archer deck, find four copies of this bad boy, along with **The Dark Lord Summons** and other search cards to get them out as fast as possible. Using cards that are easy to play out from your hand will also help, since you'll draw many cards each time you

reconcile your hand.

These days, Moria is all about the Balrog at the bridge, but archers can be effective, if the Balrog doesn't win the game for you. The issue with Moria and Isengard archery is that their archers have relatively high twilight costs. Moria and Isengard archers are best used to complement other strategies. Combining archers with high-powered skirmishers will occupy the Fellowship's best fighter and give archers an even chance against a weaker character. Sometimes you can get the best of both worlds — it's hard to fend off Lurtz when he has an Orthanc Assassin on his side!

PICK THE RIGHT MATCH-UPS WITH SARUMAN

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A number of strategies are available when using the Isengard culture. One is to play as many Uruk-hai as possible and deal a large number of wounds with their "Damage +1" abilities. Another option is to use weather conditions to disrupt an opponent's Fellowship. This deck uses a different tactic focused on the Isengard skirmish events.

The deck will not play many minions at each site, but the minions' high strength, combined with events, will ensure they always win their skirmishes. Given a choice between winning two skirmishes or losing one but overwhelming another companion, it's best to kill a companion whenever possible. **Lurtz's Battle Cry** is useful for killing companions too strong to overwhelm.

A variety of support cards back up this strategy. **Uruk-hai Armory** keeps your minions alive against archery. **Armor** will counter your Battle Cry; you can remove it with **Beyond the Height of Men**. A few cards will make minions fierce, helping your minions deal even more damage.

Saruman, Servant of the Eye — the promo card inserted in this issue of *Scrye* — helps you choose a suitable skirmish. If you have a Battle Cry in your hand, take the opportunity to finish someone with high vitality. Use **Troop of Uruk-hai** to fight someone with a weapon while you can ignore its strength bonus. Avoid Hobbits when you've got **Savagery to Match Their Numbers**, so your opponent can't run away with a stealth card. If companions exert to avoid Saruman's ability, you still benefit. With your limited number of minions, it's useful to deal wounds outside the skirmish phase.

Because you win most skirmishes, your min-

SCRYE LAB NEW DECK CONCOCTIONS! by Chris Brennan

ions will be alive if your opponent moves again — that usually prevents an opponent from moving two sites in a turn. Then be ready to move your Free Peoples two sites in a turn and pass your opponent. Archery will eliminate swarms of small minions. **Aragorn, King in Exile** and **Arwen, Daughter of Elrond** can defeat medium-sized minions. The Free People's side of the deck balances with the Uruks nicely, because it tends to draw lots of cards every turn, letting you get to those skirmish events.



The sites support both your Free Peoples and Shadow strategies. In particular, **Ettenmoors** and **Hollin** are useful for Uruk-hai, and they're both plains, helping **Asfaloth**, **Anduin Confluence** and **Anduin Banks** will compensate for some weaknesses in the Shadow side of

the deck without hurting your Fellowship.

"WHO DO YOU SERVE?"		
1x Frodo, Reluctant Adventurer (MM)	2x Beyond the Height of Men (MM)	3x Hosts of the Last Alliance (FR)
1x The One Ring, Isildur's Bane (FR)	2x Uruk-hai Armory (FR)	2x Sting (FR)
SHADOW:	1x Uruk-hai Rampage (FR)	1x O, Elbereth! Gilthoniel! (MM)
2x Saruman, Servant of the Eye (Pr)	FREE PEOPLES:	2x Hobbit Stealth (FR)
2x Orthanc Assassin (FR)	1x Arwen, Daughter of Elrond (FR)	1x Ranger's Sword (FR)
2x Lurtz (FR)	1x Legolas, Prince of Mirkwood (FR)	1x Flaming Brand (MM)
2x Uruk Captain (MM)	3x Aragorn, King in Exile (FR)	1x Last Alliance of Elves and Men (FR)
2x Uruk Fighter (FR)	1x Haldir, Elf of the Golden Wood (FR)	SITES:
2x Uruk Warrior (FR)	2x Lorien Elf (FR)	1. The Prancing Pony (FR)
2x Uruk Slayer (FR)	2x Gwemegil (FR)	2. Ettenmoors (FR)
3x Troop of Uruk-hai (FR)	2x Asfaloth (FR)	3. Rivendell Valley (FR)
3x Uruk Scout (MM)	3x Elven Bow (FR)	4. Hollin (MM)
4x Saruman's Ambition (FR)	1x Bow of the Galadhrim (FR)	5. The Bridge of Khazad-dûm (FR)
2x Savagery to Match Their Numbers (FR)	4x Defiance (FR)	6. Galadriel's Glade (FR)
2x Bred for Battle (FR)	4x Dismay Our Enemies (MM)	7. Anduin Confluence (FR)
	1x Songs of the Blessed Realm (FR)	8. Anduin Banks (FR)
		9. Eryn Muil (FR)



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TWILIGHT NAZGÛL ARE KINGS OF CORRUPTION

strategy in *Lord of the Rings*. Getting an opponent's Ring-bearer up to 10 burdens has been no easy task. Previously, it could only realistically be achieved through massive amounts of direct damage (Sauron Orcs), or through **Worry** (Isengard Uruk-Hai). Now Twilight Nazgûl are the new masters of corruption.

While Nazgûl in Twilight have the same costs, powers, vitalities, and site numbers as their *Fellowship of the Ring* counterparts, their game texts abound with new abilities. *Moria's The Witch King*, *Lord of the Nazgûl* is the mainstay of this deck. Weighing in at 14 power, he may exert to wound the Ring-bearer twice if he wins a skirmish. To maximize his ability, make him fierce with *Úlairë Ostëa*, *Lieutenant of Morgul* or *Weathertop*. *Úlairë Enquëa*, *Ringwraith in Twilight* is similar to *Witch King*, but his real power kick ins when Frodo has five burdens.

All those extra wounds pile up on Frodo, making him put on the Ring to avoid dying (thus adding more burdens). In addition, in the *Ringwraith's Wake* adds a burden or a wound to the Ring-bearer when a Ringwraith wins a skirmish — relatively easy, considering most Nazgûl

Mines of Moria has fleshed out the possibilities for using a corruption



SCRYE LAB NEW DECK CONCOCTIONS! by Geoff Snider

in this deck have 10+ power. **It Wants to Be Found** just requires a Twilight Nazgûl in play to add a burden. *Úlairë Nelya*, *Ringwraith in Twilight*, *Úlairë Toldëa*, *Messenger of Morgul*, and *Úlairë Enquëa*, *Lieutenant of Morgul* all capitalize on damage done by the other Ringwraiths.

On the *Hobbit* side, *Moria* makes the little folk more competitive, as well. They'll still scoot by the first five sites with *Hobbit Stealth* and *Hobbit Intuition*, but when it comes to fighting, they'll be better equipped. A **Pro-**

mise keeps both Sam and Frodo in the fight, and with the help of *Merry, Friend to Sam*, *Hobbit Sword*, and *There and Back Again*, they'll be hard-pressed to lose any skirmishes. Very large minions like Lurtz, The Balrog, The Witch King, and the Cave Troll can still give them trouble if they show up at the wrong time, so cards like *O Elbereth! Gilthoniel!* and *Mithril Coat* allow you to cancel fierce skirmishes and ignore damage bonuses, respectively.

Reducing the Twilight Pool is another important aspect of this deck. **A Talent For Not Being Seen** can be used with *Bill the Pony* to subtract three from each site's Shadow number. **Deft in Their Movements** allows you to effectively move twice without allowing your opponent excessive amounts of twilight. You can leave your opponent in the dust, slowed by the constant assault from your Ringwraiths.

KING OF CORRUPTION (FR)		2x Úlairë Ostëa, Lieutenant of Morgul (FR)
STARTING:	1x Thrarin, Dwarven Smith (FR)	2x Threshold of Shadow (FR)
1x Frodo, Reluctant Adventurer (MM)	1x Filibert Bolger (MM)	2x The Twilight World (FR)
1x The One Ring, Isildur's Bane (FR)	1x O Elbereth! Gilthoniel! (MM)	4x It Wants to Be Found (MM)
1x Sam, Faithful Companion (FR)	1x Mithril Coat (MM)	4x In the Ringwraith's Wake (FR)
1x Merry, Friend to Sam (FR)	SHADOW:	4x Morgul Gates (FR)
1x Pippin, Friend to Frodo (FR)	4x The Witch King, Lord of the Nazgûl (MM)	1x The Balrog, Durin's Bane (MM)
FREE PEOPLES:	2x Úlairë Nelya, Ringwraith in Twilight (MM)	SITES:
3x A Talent for Not Being Seen (FR)	2x Úlairë Enquëa, Ringwraith in Twilight (MM)	1. East Road (FR)
2x Bill the Pony (P)	2x Úlairë Enquëa, Lieutenant of Morgul (FR)	2. Weathertop (FR)
1x Sting (FR)	2x Úlairë Toldëa, Messenger of Morgul (FR)	3. Ford of Bruinen (FR)
3x Hobbit Sword (FR)	2x Úlairë Cantëa, Lieutenant of Dol Guldur (FR)	4. Moria Lake (FR)
1x Thor's Map (FR)		5. Bridge of Kazad-Dûm (FR)
4x Hobbit Stealth (FR)		6. Valley of the Silverlode (MM)
4x A Promise (MM)		7. Anduin Wilderland (FR)
3x There and Back Again (FR)		8. Shores of Nen Hithoel (FR)
4x Deft in Their Movements (MM)		9. Emyr Muil (FR)
1x Aragorn, Ranger of the North		

WARLORD SAGA OF THE STORM

Card combos make a monstrous deck

The concept of this deck is simple: bury your opponent in monsters quickly and use them to beat him down. It's built on the special ability of your Warlord, the mercenary wizard *Sorscha*, in combination with the special ability of *Toren Yscar*. *Sorscha* allows you to search your deck to find a monster once per turn and put that card on top of your deck. With *Toren* and *Meet at the Inn*, you can bring cards into your hand the same turn.

While you build up your ranks with monsters, make the fragile *Sorscha* more durable by using items to raise her AC and hit points. With *Crystalsphere Staff*, she can take pot-shots at whomever she chooses. Remember that *Sorscha's* ability is an Order, so she can do it any time she's not stunned. By the time she's fully equipped, you may even wish to throw her into melee.

The opening set-up is three *Brine Fiends* and two *Keridwens*. The *Fiends'* total of six hit points makes it difficult to break your ranks, and the *Keridwens* provide extra ranged attacks on turn 1. To

by Travis Heermann

maximize your first-turn offense, complete all your attacks before you start using abilities or bringing things into play, because the *Fiends* are easy targets. Also, bring *Toren* to the top of your deck right away, so you can pick the monsters directly out of your deck.

Both *Ss'saurth* and the *Thunic Wyvern* can be brought into play in Rank 2, move to the front, and attack in the same turn. *Demon of Kvar* and *Daanso Batoq* make an excellent combo, because of the *Demon's* ability to

stun an enemy and the wound and level reduction *Daanso* can automatically inflict on a stunned enemy. **Banish the Wound** decreases the chance your opponent can break your ranks, a difficult task already, because most of your characters have two or more hit points. **Teleport** and **Ring of Vorn** let *Sorscha* herd her lumbering brutes into the front rank as quickly as possible. Attach **Giant Growth** to *Golgoth* to add punch to your attacks.

One weakness of this deck is the monsters' low AC; they die quickly against enemies that cause multiple wounds. Your ranks may break too quickly to permit you to bring out the high-level monsters. It takes time get all those big lugs up to the front. The *Monster Rancher* deck also does not fare well against decks that rely on their Warlord's high AC, because most monsters' attack bonuses are too small to make a dent. However, **Decay** lets *Toren Yscar* dispatch pesky items like *Bracers of Ogre Power* and *Yedraw's Tooth*.

SORSCHA, MONSTER RANCHER		3x Meet at the Inn! (SS)
1x Sorscha (SS)	2x Imprisoned (GE)	3x Giant Growth (SS)
2x Keridwen (SS)	3x Teleport (SS)	3x Banish the Wound (SS)
3x Brine Fiend (SS)	3x Decay (GE)	3x Nothrog Armor (SS)
3x Toren Yscar (SS)	3x Bruntor's Helm (SS)	1x Crown of Command (SS)
2x Ss'saurth (AS)	1x Ironcloth Bracer (GE)	1x Crystalsphere Staff (SS)
2x Belsamoreth (AS)	1x Ring of Vorn (SS)	1x Demon of Kvar (SS)
2x Invisible Servant (AS)	1x Tome of the Archmage (AS)	1x Rod of Resistance (AS)
2x Sakarian Giant (GE)		
2x Golgoth (TC)		
1x Vahdrok the Crippler (SS)		
2x Demon of Kvar (SS)		
2x Barrowgrim (TC)		
2x Thunic Wyvern (SS)		
2x Daanso Batoq (GE)		



Dark Allies gives all Clans new friends to play with



Dark Allies, the latest expansion for *Legend of the Five Rings*, is probably the best set yet in the Gold story arc. There's a little something for many older deck concepts as well as new possibilities for many clans.

There is rarely a release where all strongholds have great potential. In *Dark Allies*, the Lion Clan's **Shiro Matsu** is the most controversial of the three new strongholds. It's good to get an extra attack phase as a Limited action. The problem will be giving up the one higher starting honor of Lion's other stronghold, not to mention the nigh-absolute control of terrain cards. **Kyuden Agasha** singlehandedly makes spells a viable core strategy for Phoenix decks. The reduced cost is great, as is the ability to attach what you've just drawn. Last but not least, the return of the Mantis clan gives aqua-green players what they've been waiting for. **City of Lightning** is OK — lower numbers than **Kyuden Yoritomo**, but it takes advantage of the newer Naval Invasion rule — but the new **Kobune Port**, a 3-gold-for-2 holding, as well as **Celestial Sword of the Mantis Clan**, make the Mantis Clan a real faction at last.

There are some other useful cards that, no doubt, you'll see sooner or later. **Boastful Proclamation** creates a very tempting target for a turn, then turns into an honor gain and a stronger province. **Blade of Truths** gives +3 Chi as well as a counter for **Karmic Strike**,



among other things. For Dragon decks, the **Wasp Tattoo** gives a Range 4, at the (cheap) cost of -1 Chi. **Rubble of Beiden Pass** eliminates all tokens in the battle — ouch! Especially for the Naga. Each of the four Strength cards has effects that can only be used if you control the appropriate Wind. Though unequal in — well, strength — they make your choice of a Wind card matter even if you play Shadowlands! **Unprepared** lets you win a duel automatically if you have a weapon and an armor card attached. **Personal Sohei** heralds the return of follower-casting Kihō. **Veteran Samurai** has Yu 3 and 4 Focus. **Untested Troops** is 4 Force for 6 gold, but they run away as soon as Fear is used in a battle.

With the return of the Mantis clan, ranged attacks got lots of support. The return of Tsuruchi and Mukami as Soul of ... cards is a great start. But that's not all: **Jagged Earth** is a terrain on which every arrow knows the way



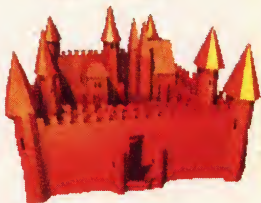
— you can target personalities regardless of followers. No **Hiding Place** is also a great addition to the game — no one is safe now, as a ranged attack may target a personality at home!

Dark Allies has a very few cards in the "totally useless" category. One of them is **One Sword**, another

"Inferior Tactics"-type card, like **Kaneka's Advance** from *An Oni's Fury*. But these few disappointments can't offset the great stuff this set has. The best aspect of the set is that each faction gets at least one good personality, and many have more. And that's what makes a good set. I like these allies — dark or not.

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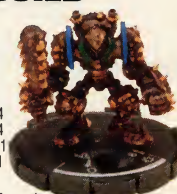
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#145 INDIGUSTUR (U), ATLANTIS, 180° ARC, RANGE (3 ATT.): 12 in., COST: 84
Speed 8 8 8 7 7 6 5 4
Attack 12 10 10 10 9 9 8 7 0
Defense 16/mi 16/mi 15/mi 15/mi 14/mi 13 12 12
Damage 4/mf 4/mf 3/mf 3/c 3/c 2/c 2 0/dm
#146 MARLSTROM GOLEM (U), ATLANTIS, 270° ARC, COST: 85
Speed 10 9 8 7 6 5 4 3 2 2 2 2
Attack 12/se 12/se 11/se 10/se 10 9 8 7 6 5 4
Defense 18/ba 17/ba 16/ba 16/ba 15/ba 14 14 13 12
Damage 4/c 3/c 3 3 3 3 3 3 3 2 2 1
#147 EMERALD WARDER (U), ELEMENTAL, RANGE: 10 in., COST: 68
Speed 8/st 8/st 8/st 7/st 7/st 6/st 5 4
Attack 11/mh 11/mh 10/mh 10/mh 9/mh 7/mh 6 4 0
Defense 17 16 16 15 15 14 13 12 11
Damage 4/c 4/c 3/c 3 3 2 2 1 0/dm
#148 TROLL KNIGHT (U), ELEMENTAL, COST: 101
Speed 8 7 7 6 5 5 5 5 4 4
Attack 13/se 13/se 12/se 12 11 10 9 8 10/se 7
Defense 16/to 16/to 15/to 15/to 15 14 14/re 13/re 12 11
Damage 4/c 4/c 4/c 4/c 4/c 3/cf 3/cf 3/cf 3/cf 5/be 2
#149 ZOMBIE BARON (U), NEOPOLIS, RANGE: 10 in., COST: 82
Speed 8/mi 7/mi 7/mi 6/st 6/st 5/st 5 4 4 4
Attack 12 11 10 9 9 8 8 7 5
Defense 18/li 18/li 17/li 16 16 15 14/re 14 13

MAGE KNIGHT

SINISTER

ATLANTIS GUILD

#001 SCOUTING AUTOMATON (W), COST: 15	
Speed 12 10 8 6 4	
Attack 7 7 6 5 4	
Defense 15/ba 15/ba 14 13 11	
Damage 2 2 2 1 1	
#002 SCOUTING AUTOMATON (S), COST: 24	
Speed 10/9 9 8 7 6 5 4	
Attack 7 7 7 6 6 5 4	
Defense 16/ba 15/ba 15/ba 14 14 13 11	
Damage 2 2 2 2 2 1 1	
#003 SCOUTING AUTOMATON (T), COST: 28	
Speed 10/9 10/9 9 8 7 6 5 4	
Attack 8 7 7 7 6 6 5 4	
Defense 16/ba 16/ba 15/ba 15 14 14 13 11	
Damage 2 2 2 2 2 1 1 1	
#004 FIGHTING AUTOMATON (W), COST: 18	
Speed 8 7 6 5 5 4	
Attack 9 8 7 6 5 4	
Defense 15/ba 15/ba 14 14 13 11	
Damage 3 2 2 2 2 1 1	
#005 FIGHTING AUTOMATON (S), COST: 22	
Speed 8 7 6 6 5 5 4	
Attack 10 9 8 7 6 5 4	
Defense 15/ba 15/ba 15/ba 14 14 13 11	
Damage 3 3 2 2 2 2 1 1	
#006 FIGHTING AUTOMATON (T), COST: 24	
Speed 8 7 6 6 6 5 5 4	
Attack 10 9 8 7 6 5 4	
Defense 15/ba 15/ba 15/ba 15 14 13 12 11	
Damage 3 3 3 2 2 2 1 1 1	
#031 IMPALING GOLEM (W), RANGE (2 ATT.): 8 in., COST: 44	
Speed 8 8 7 7 6 5 4 2	
Attack 9 9 8 8 7 6 6 4	
Defense 16/ba 15/ba 15/ba 14 14 13 12 11	
Damage 3pi 3pi 2 2 2 2 2 2	
#032 IMPALING GOLEM (S) RANGE (2 ATT.): 10 in., COST: 53	
Speed 8 8 7 7 6 6 5 4 2	
Attack 10 9 9 8 8 7 7 6 5 4	
Defense 16/ba 16/ba 15/ba 15/ba 14 14 13 12 11	
Damage 3pi 3pi 2pi 2 2 2 2 2 2	
#033 IMPALING GOLEM (T) RANGE (2 ATT.): 10 in., COST: 59	
Speed 8 8 7 7 6 6 5 4 4 2	
Attack 10 10 9 8 8 7 7 6 5 4	
Defense 17/ba 16/ba 15/ba 14/ba 14 13 13 12 11	
Damage 3pi 3pi 3pi 2 2 2 2 2 2 2	

SPECIAL ABILITIES

Speed	Defense
aq Aquatic	ba Battle Armor
bd Bound	de Defend
ch Charge	do Dodge
fl Flight	in Invulnerability
fm Force March	li Limited Invisibility
ml Magic Levitation	mi Magic Immunity
ni Nimble	mr Magic Retaliation
qu Quickness	pa Pole Arm
ra Ram	re Regeneration
st Stealth	to Toughness
Attack	Damage
fl Flame/Lightning	bf Battle Fury
he Healing	be Berserk
mb Magic Blast	co Command
mh Magic Healing	dm Demoralized
sw Shockwave	mc Magic Confusion
sa Sneak Attack	me Magic Enhancement
se Sweep	mf Magic Freeze
va Vampirism	ne Necromancy
ve Venom	pi Pierce
wm Weapon Master	

Players Guide



Troll Knight

#150 ORDER OF UHLIRK (U), NEOPOLIS, COST: 88
Speed 8/st 8/st 7/st 7 7 7 6 6 5
Attack 13/sa 13/sa 12/va 11/va 11/va 10/va 9 8 6
Defense 18/ba 17/ba 16/ba 16/ba 15 14 13 12 11
Damage 4/c 4/c 4/c 3/c 3/cf 2/bf 2/bf 2
#151 DWARVEN HAMMERSKALO (U), BLACK POWDER, 180° ARC, COST: 97
Speed 8/mf 8/mf 6 6 6 6 5 5 5 3
Attack 13/se 12/se 12/se 11 11 11 10 9 9 7
Defense 19/mi 18/mi 18/mi 17/mi 17/mi 16/mi 16/mi 15/mi 14/pa 13
Damage 5/c 5/c 5/c 4/bf 4/bf 3/bf 3/bf 3/bf 5 2
#152 AMAZON HUNTRESS (U), BLACK POWDER, RANGE: 12 in., COST: 73
Speed 10/mi 9/mi 9/mi 8/mi 8/mi 7/mi 6 5 5 5
Attack 11 10 10 10 10 9 9 8 6 0
Defense 17/mr 17/mr 16/mr 16 15 15 14 13 12
Damage 3/pi 3/pi 3/pi 3/pi 3 3/c 3/c 3/c 0/dm
#153 TEMPLE LORO (U), KNIGHTS IMMORTAL, COST: 68
Speed 10/mf 10/mf 8/mf 7 6 6 5 4 4
Attack 12 11 11 10 9 8 6 6 5 4
Defense 18/mr 17/mr 16/mr 16/mr 15/mr 14 13 12 11
Damage 4/c 4/c 3/c 3/c 3/c 3/c 3 2 2 1
#154 SUMMONER (U), DRCS, RANGE: 12 in., COST: 76
Speed 10/mf 10/mf 9 8 7 6 5 4/b
Attack 10/ba 10/ba 9/mh 9/mh 8/mh 7/mh 9 8/sw
Defense 16/ba 16/ba 15/ba 15/ba 15/ba 15 13 12/mr
Damage 4/c 3/c 3/c 3/m 3/m 3/m 2/m 3/be 1
#155 PYRE SPIRIT (U), MAGE SPAWN, 180° ARC, COST: 87
Speed 12/ra 12/ra 12/ra 12 10 8 6 10/mc

Attack 10/ve 10/ve 9/ve 9/ve 8/va 8 7 9/ve
Defense 19/pa 18/pa 18/pa 17/pa 16/pa 15/pa 14 13/pa
Damage 3/bf 3/bf 2/bf 2/bf 2/bf 2/bf 2 4/be
#156 WHELP MASTER (U), DRACONUM, RANGE: 6 in., COST: 40
Speed 12/mf 10 10 10 10 8 8
Attack 12 11 11 10 9 9 9
Defense 17/to 16/to 15/to 15 15 14
Damage 2/bf 2/bf 2/bf 2 2 4/be
#157 BLADESMITH DRACONUM (U), DRACONUM, RANGE: 6 in., COST: 58
Speed 10/ft 10/ft 9/ft 9/ft 8/ft 8 4
Attack 12/wm 11/wm 11/wm 10/wm 9/wm 9 5
Defense 17/to 17/to 16/to 16 15 14 13
Damage 2/bf 2/bf 2/bf 2/bf 2 4/be 1
#158 ELDRITCH DRACONUM (U), DRACONUM, 180° ARC, RANGE: 10 in., COST: 93
Speed 8/ft 8/ft 7/ft 7/ft 7/ft 6/ft 6 4 4 4
Attack 11/mh 10/mh 10/mh 9/ve 9/ve 9/ve 8/ve 7/ve 5
Defense 19/df 18/df 18/df 17 17 16 15 14 13
Damage 3/m 3/m 3/m 3/m 3/m 2/m 2/m 2 2
#159 DEMPIRIANT (U), DRACONUM, RANGE (2 ATT.): 14 in., COST: 89
Speed 8/ft 8/ft 7/ft 7/ft 7/ft 6 6 4 4 4
Attack 12/fl 11/fl 10/fl 9/fl 9/fl 8/fl 8 8 7
Defense 18/mi 17/mi 17/mi 16/mi 15/mi 15/mi 14/mi 13/mi 12/mi
Damage 4/c 3/c 3/c 3/bf 3 2 2 2 2 2
#160 REGAL DRACONUM (U), DRACONUM, 180° ARC, RANGE (4 ATT.): 14 in., COST: 174
Speed 8/ft 8/ft 8/ft 7/ft 7/ft 7/ft 6 6 6 4 4 4
Attack 14 13 13 13 12 11 10 9 8 8 7 5
Defense 19/mi 19/mi 18/mi 18/mi 17/mi 16/mi 16/mi 15/mi 14/mi 13/mi
Damage 5/mf 5/mf 4/mf 4/mf 4/c 4/c 3/c 3 2 2 2

Players Guide

#034 MAGESTONE LORO (W), RANGE: 10 in., COST: 23
Speed 8 7 6 5 4 2
Attack 9mb 8 7 6 4 0
Defense 15/ba 14/ba 14 13 12 11
Damage 2 2 1 1 1 0/dm
#035 MAGESTONE LORO (S), RANGE: 10 in., COST: 30
Speed 8 7 6 5 5 4 2
Attack 10mb 9mb 8 7 6 4 0
Defense 15/ba 15/ba 14/ba 13 12 11 11
Damage 3 2 2 1 1 1 0/dm
#036 MAGESTONE LORO (T), RANGE: 10 in., COST: 34
Speed 8 7 7 6 5 4 2
Attack 10mb 10mb 9mb 8 7 5 0
Defense 15/ba 15/ba 15/ba 14 13 12 11
Damage 3 3 2 2 1 1 0/dm
#091 THUNDER GOLEM (U), RANGE: 14 in., COST: 94
Speed 6 6 6 5 5 5 4 4 4 3 2
Attack 12 12 12 11 11 11 10 9 8 7 6
Defense 18/ba 17/ba 16/ba 16/ba 15/ba 15/ba 14/ba 14/ba 13 12
Damage 4/pi 4/pi 4/pi 4/pi 4/pi 4 4 3 3 2 2

BLACK POWDER REBELS

#019 DWARVEN PIKEMAN (W), COST: 18
Speed 6 6 6 5 5 2
Attack 8 7 6 5 4 0
Defense 17/pa 16/mi 15/mi 14/mi 13 12
Damage 2 2 1 1/bf 1/bf 0/dm
#020 DWARVEN PIKEMAN (S), COST: 22
Speed 6 6 6 5 5 4 2
Attack 8 8 7 6 5 4 0
Defense 18/pa 17/mi 16/mi 15/mi 14/mi 13 12
Damage 2 2 2 1/bf 1/bf 1/bf 0/dm
#021 DWARVEN PIKEMAN (T), COST: 26
Speed 6 6 6 6 5 5 4 2
Attack 9 8 8 8 7 6 5 4 0
Defense 18/pa 17/pa 16/mi 15/mi 14/mi 13/mi 13 12
Damage 2 2 2 2/bf 1/bf 1/bf 1/bf 0/dm
#022 DWARVEN MINER (W), RANGE: 6 in., COST: 23
Speed 6 6 5 5 4 2 2
Attack 7sw 7sw 6 5 4 0
Defense 16/mi 15/mi 15/mi 14/mi 13 12
Damage 2 2 1 1/bf 1/bf 0/dm
#023 DWARVEN MINER (S), RANGE: 6 in., COST: 26
Speed 6 6 6 5 5 4 2
Attack 8sw 7sw 6 6 5 4 0
Defense 16/mi 16/mi 15/mi 15/mi 14 13 12
Damage 2 2 2 1/bf 1/bf 1/bf 0/dm
#024 DWARVEN MINER (T), RANGE: 6 in., COST: 29
Speed 6 6 6 5 5 4 2
Attack 9sw 8sw 7sw 6 5 4 0
Defense 16/mi 16/mi 15/mi 15/mi 14 13 12
Damage 2 2 2/bf 2/bf 1/bf 1/bf 0/dm
#049 SENTRY GOLEM (W), RANGE: 8 in., COST: 26
Speed 6 6 6 5 4 2 2
Attack 8 8 7 7 6 4 0
Defense 17/to 16/to 16 15 13 11
Damage 2 2 2 2 2 2 2
#050 SENTRY GOLEM (S), RANGE: 8 in., COST: 29
Speed 6 6 6 5 5 4 2
Attack 8 8 8 8 7 6 4 0
Defense 17/to 16/to 16 15 15 13 11
Damage 2 2 2 2 2 2 2
#051 SENTRY GOLEM (T), RANGE: 8 in., COST: 32
Speed 6 6 6 5 5 4 2
Attack 9 8 8 8 7 7 6
Defense 17/to 16/to 16/to 15 15 14 12
Damage 2 2 2 2 2 2 2
#052 DWARVEN AXE-KNIGHT (W), 180° ARC, COST: 34
Speed 6 6 5 5 5 4 4
Attack 10/se 10/se 9 8 8 7 6
Defense 16/mi 15/mi 15/mi 14/mi 13 12 11
Damage 3 3 2/bf 2/bf 2/bf 1/bf 1/bf

#053 DWARVEN AXE-KNIGHT (S), 180° ARC, COST: 42
Speed 6 6 6 5 5 5 4 4
Attack 11/se 11/se 10/se 9 8 8 7 6
Defense 17/mi 16/mi 15/mi 15/mi 14 13 12 11
Damage 3 3 3 3/bf 2/bf 2/bf 1/bf 1/bf
#054 DWARVEN AXE-KNIGHT (T), 180° ARC, COST: 47
Speed 6 6 6 6 6 5 5 4 4
Attack 11/se 11/se 10/se 10 9 8 8 7 6
Defense 17/mi 16/mi 16/mi 15/mi 15/mi 14 13 12 11
Damage 3 3 3 3/bf 3/bf 2/bf 1/bf 1/bf
#094 DWARVEN STOMPER (U), 270° ARC, RANGE: 12 in., COST: 94
Speed 8 8 8 7 7 6 6 5 4 4
Attack 13 12 11 11 10 10 9 8 7 6 5
Defense 19/to 18/to 17/to 16/to 16 15 15 14 13 11
Damage 4/bf 4/bf 4/bf 4/bf 4/bf 4/bf 3/bf 3/bf 2/bf 2

ELEMENTAL LEAGUE

#007 WARRIOR SPRITE (W), RANGE: 4 in., COST: 19
Speed 8ft 6ft 5 4 2
Attack 8 6 5 4 0
Defense 15/li 14 13 12 11
Damage 2 1 1 1 0/dm
#008 WARRIOR SPRITE (S), RANGE: 4 in., COST: 22
Speed 8ft 7ft 6ft 5 4 2
Attack 8 8 6 5 4 0
Defense 15/li 15 14 13 12 11
Damage 2 2 1 1 1 0/dm
#009 WARRIOR SPRITE (T), RANGE: 6 in., COST: 27
Speed 8ft 8ft 8ft 7ft 6ft 5 2
Attack 9 8 8 6 5 0
Defense 15/li 15 15 14 13 11
Damage 2 2 2 2 1 1 0/dm
#010 WOODLAND SNIPER (W), RANGE: 10 in., COST: 13
Speed 8st 8st 6 5 4
Attack 9 9 7 5 0
Defense 14 13 11 10 10
Damage 1 1 1 1 0/dm
#011 WOODLAND SNIPER (S), RANGE: 12 in., COST: 20
Speed 8st 8st 8st 6 5 4
Attack 9 9 9 7 5 0
Defense 14 14 13 11 10 10
Damage 2 1 1 1 1 0/dm
#012 WOODLAND SNIPER (T), RANGE: 12 in., COST: 24
Speed 8st 8st 8st 8st 6 5 4
Attack 10 10 9 7 5 4 0
Defense 15 14 14 13 11 10 10
Damage 2 1 1 1 1 1 0/dm
#037 WARBARR (W), COST: 35
Speed 8 8 7 7 6 5 5 4
Attack 11 11 10 9 8 7 6 0
Defense 17/to 16/to 15 15 14 13 12 11
Damage 3/bf 3/bf 3/bf 3/bf 2/bf 2/bf 1 0/dm
#038 WARBARR (S), COST: 42
Speed 8 8 7 7 6 6 5 5 4
Attack 12 12 11 10 9 8 7 6 0
Defense 17/to 16/to 15 15 14 13 12 11 10
Damage 4/bf 3/bf 3/bf 3/bf 2/bf 2/bf 1/bf 1 0/dm
#039 WARBARR (T), COST: 46
Speed 8 8 7 7 6 6 5 5 4 4
Attack 12 12 11 10 9 8 7 6 5 0
Defense 17/to 16/to 16/to 15 15 14 13 12 11 10
Damage 4/bf 4/bf 3/bf 3/bf 2/bf 2/bf 1/bf 1 0/dm
#040 CENTAUR MENDIC (W), COST: 23
Speed 5ch 8 7 6 5 4
Attack 7he 7he 6he 5 4 0
Defense 15 14 13 12 12 11
Damage 1 1 1 1 1 0/dm
#041 CENTAUR MENDIC (S), COST: 29
Speed 5ch 4ch 7 6 5 4 4
Attack 8he 7he 6he 6 5 4 0
Defense 15 15 14 13 12 12 11
Damage 2 1 1 1 1 1 0/dm

#042 CENTAUR MEOIC (T), COST: 33

Speed	5ch	4ch	8	7	6	5	4
Attack	8he	7he	7he	8he	6	5	0
Defense	16	15	15	14	13	12	11
Damage	2	2	1	1	1	1	0dm

#092 CENTAUR CHAMPION (U), COST: 59

Speed	6ch	5ch	5ch	4ch	8	7	6	5	4
Attack	12	11	10	9	9	8	7	6	5
Defense	17ba	17ba	16ba	16	15	15	14	13	11
Damage	4	4	3	3	3	3	2	2	2

KNIGHTS IMMORTAL

#025 ELVEN RECRUIT (W), COST: 7

Speed	8	5	2
Attack	7	5	0
Defense	14	12	10
Damage	2	1	0dm

#026 ELVEN RECRUIT (S), COST: 10

Speed	8	8	6	2
Attack	7	7	5	0
Defense	15	14	12	10
Damage	2	2	1	0dm

#027 ELVEN RECRUIT (T), COST: 13

Speed	8	8	6	5	4	2
Attack	8	8	8	6	4	0
Defense	15	14	14	12	11	10
Damage	2	2	2	1	1	0dm

#055 INFANTRY CAPTAIN (W), COST: 18

Speed	12fm	10fm	9fm	7	5	4
Attack	8	8	8	6	5	0
Defense	15	15	14	12	11	10
Damage	2	2	2	1	1	0dm

#056 INFANTRY CAPTAIN (S), COST: 23

Speed	12fm	10fm	9fm	7	6	5	4
Attack	9	9	9	7	6	5	0
Defense	16	15	15	13	12	11	10
Damage	3	3	3	2	2	1	0dm

#057 INFANTRY CAPTAIN (T), COST: 28

Speed	12fm	10fm	10fm	9fm	7	6	5	4
Attack	9	9	9	9	7	6	5	0
Defense	17	16	15	15	13	12	11	10
Damage	3	3	3	3	2	2	1	0dm

MAGE SPAWN

#016 THROTTLE WORMS (W), 270° ARC, COST: 22

Speed	8	7	6	5	4
Attack	Ove	Ove	Ove	Ove	Ove
Defense	14to	13	12	11	10
Damage	0	0	0	0	0

#017 THROTTLE WORMS (S), 270° ARC, COST: 27

Speed	9	8	7	6	5	4
Attack	Ove	Ove	Ove	Ove	Ove	0
Defense	15to	14	13	12	11	10
Damage	0	0	0	0	0	0

#018 THROTTLE WORMS (T), 270° ARC, COST: 35

Speed	10	9	8	7	6	5	4
Attack	Ove	Ove	Ove	Ove	Ove	Ove	0
Defense	16to	15to	14	13	12	11	10
Damage	0	0	0	0	0	0	0

#085 TOMB HORROR (W), COST: 36

Speed	8ni	7ni	6ni	5	4	4
Attack	9sa	8sa	7	6	5	4
Defense	14do	14	13	13	12re	11to
Damage	2bf	2bf	1bf	1bf	1	1bf

#086 TOMB HORROR (S), COST: 37

Speed	8ni	8ni	7ni	6	5	4
Attack	10sa	8sa	7	6	5	4
Defense	14do	14	13	13	12re	11to
Damage	2bf	2bf	1bf	1bf	1	1bf

#087 TOMB HORROR (T), COST: 38

Speed	8ni	8ni	8ni	7	6	5
Attack	10sa	9sa	8	7	6	5
Defense	14do	14	13	13	12re	11to
Damage	2bf	2bf	2bf	1bf	1	1bf

#088 TROG (W), RANGE: 4 IN., COST: 26

Speed	8aq	8aq	7aq	5	4
Attack	9ve	8ve	7	5	0
Defense	15to	15	14	13	11
Damage	3bf	2bf	2bf	1bf	0dm

#089 TROG (S), RANGE: 4 IN., COST: 29

Speed	8aq	8aq	7aq	6aq	5	4	2
Attack	9ve	9ve	8	6	5	0	0
Defense	15to	15	14	13	12	11	11
Damage	3bf	2bf	2bf	2bf	1bf	0dm	0dm

#090 TROG (T), RANGE: 4 IN., COST: 35

Speed	8aq	8aq	8aq	7aq	6aq	5	4	4	2
Attack	10ve	9ve	9	8	6	5	4	0	0
Defense	15to	15	15	14	13	12	12	11	10
Damage	3bf	3bf	2bf	2bf	2bf	1bf	1	0dm	0dm

#095 MUMMY (U), COST: 77

Speed	6st	6st	6st	6st	6st	6st	6st	6st	6st
Attack	12ve	12ve	12ve	11ve	11	11	10	9	8
Defense	17mi	16mi	15mi	15mi	15mi	15mr	14mr	14r	13r
Damage	4bf	4bf	4bf	4bf	3bf	3bf	3bf	2bf	2bf

NECROPOLIS

#013 GIBBERING GHOUL (W), COST: 16

Speed	8	6	4	3	2
Attack	8	7	6	5	0
Defense	15ba	14	13re	12re	11
Damage	2	2	1	1	0dm

#014 GIBBERING GHOUL (S), COST: 20

Speed	8	6	4	3	2
Attack	9	8	7	6	0
Defense	15ba	14re	13re	12re	11
Damage	2	2	2	1	0dm

#015 GIBBERING GHOUL (T), COST: 24

Speed	8	7	6	4	3	2
Attack	10	9va	8	7	6	0
Defense	16ba	15	14re	13re	12re	11
Damage	2	2	2	1	1	0dm

#043 DEATH MERCHANT (W), COST: 32

Speed	8qu	7	6	5	4	4	2
Attack	9wm	9	8	7	6	5	0
Defense	16ba	16ba	15ba	14	13	12re	11
Damage	2bf	2bf	2bf	2bf	1bf	1	0dm

#044 DEATH MERCHANT (S), COST: 41

Speed	8qu	8qu	7	6	5	4	2
Attack	10wm	9wm	9	8	7	6	0
Defense	17ba	16ba	16ba	15ba	14re	13re	11
Damage	3bf	2bf	2bf	2bf	2bf	1	0dm

#045 DEATH MERCHANT (T), COST: 50

Speed	8qu	8qu	8	7	6	5	4	2
Attack	10wm	10wm	9wm	9	8	7	6	0
Defense	17to	16ba	16ba	16ba	15ba	14re	13re	11
Damage	3bf	3bf	2bf	2bf	2bf	2bf	1	0dm

#046 NIGHTFIEND (W), COST: 39

Speed	10	8	7	6	5	4	2
Attack	9sa	9sa	9va	8va	7va	6	0
Defense	16mi	16mi	15mi	15	14	13	11
Damage	3bf	3bf	2bf	2bf	2bf	1bf	0dm

#047 NIGHTFIEND (S), COST: 50

Speed	10qu	9qu	8	7	6	5	4	2
Attack	10sa	10sa	9va	9va	8va	7	6	0
Defense	16mi	16mi	16mi	15	15	14	13	11
Damage	3bf	3bf	3bf	3bf	2bf	2bf	1bf	0dm

#048 NIGHTFIEND (T), COST: 66

Speed	10qu	10qu	9	9	9	8	7	6	5	4	4
Attack	10sa	10sa	10sa	10va	9va	8va	8va	7	6	0	0
Defense	17mi	16mi	16mi	16mi	16	15	15	14	13	11	11
Damage	3bf	3bf	3bf	3bf	3bf	3bf	2bf	2bf	1bf	0dm	0dm

#093 NECROPOLIS JUDGE (U), RANGE (2 ATT.): 10 IN., COST: 87

Speed	10	10	9	9	8	7	6	5	4
Attack	12	11va	10va	9va	9va	8	7	6	5
Defense	18mi	17mi	17mi	16mi	15mi	14mr	13mr	12mr	11mr
Damage	3mf	3mf	3mf	3mf	2mf	2mf	2mf	2mf	1mf

ORC RAIDERS

#028 FOODER (W), COST: 10

Speed	8	6	4
Attack	7	6	6
Defense	14	13	12
Damage	2bf	1	2be

#029 FOODER (S), COST: 14

Speed	8	8	6	4
Attack	7	6	7	6
Defense	15	14	13	12
Damage	2bf	2	3be	2be

#030 FOODER (T), COST: 18

Speed	8	8	6	5	4
Attack	8	7	8	7	6
Defense	15ba	14	13	12	11
Damage	2bf	2	3be	3be	2be

#058 DIGGER (W), RANGE: 6 IN., COST: 14

Speed	8	7	4
Attack	8sw	7	4
Defense	14ba	12	11
Damage	2bf	2be	0dm

#059 DIGGER (S), RANGE: 6 IN., COST: 18

Speed	8	6	5	7	4
Attack	8sw	7	6	7	0
Defense	15ba	14	13	12	11
Damage	2bf	1bf	1	2be	0dm

#060 DIGGER (T), RANGE: 6 IN., COST: 20

Speed	8	6	5	7	4
Attack	9sw	8	7	8	0
Defense	15ba	14ba	13	12	11
Damage	2bf	2bf	1	2be	0dm

SOLONAVI

#096 SOLONAVI AVENGER (U), 180° ARC, COST: 86

Speed	14ft	13ft	12qu	11qu	10	9	8	7	6
Attack	11wm	11wm	11wm	10wm	10wm	10wm	9	8	7
Defense	17ba	17ba	17ba	16ba	16ba	16ba	16ba	15	14
Damage	3bf	3bf	3bf	3bf	3bf	3bf	3bf	3bf	3

#097 SOLONAVI DESTROYER (U), 180° ARC, RANGE: 12 IN., COST: 90

Speed	14ft	12ft	11ra	10ra	9	8	7	6	5
Attack	11mb	11mb	10mb	10mb	10	9	9	8	7
Defense	17mi	17mi	16mi	16mi	16mi	16mi	15	15	14
Damage	3bf	3bf	3bf	3bf	2bf	2bf	2bf	2bf	2

#098 SOLONAVI STRIKER (U), 180° ARC, RANGE: 14 IN., COST: 112

Speed	14ft	13ft	6bo	6bo	10	9	8	7	6
Attack	12ft	11ft	10ft	10ft	10ft	9ft	8	7	6
Defense	18to	17to	17to	16to	16	16	15	15	14
Damage	4bf	4bf	4bf	4bf	4bf	4bf	4bf	4bf	3

#099 SOLONAVI TORMENTER (U), 180° ARC, COST: 121

Speed	14ft	13ft	6ch	6ch	5ch	5ch	8	7	6	5
Attack	12ve	12ve	11ve	11ve	10ve	10ve	9ve	9ve	8	7
Defense	18do	17	17	16	16	16	16	15	15	14
Damage	5bf	4bf	4bf	4bf	4bf	3bf	3bf	3bf	3bf	3

#100 SOLONAVI CREATOR (U), 180° ARC, RANGE: 14 IN., COST: 178

Speed	14ft	14ft	14ft	14ft	13ft	13ft	12ft	12ft	11ft	10ft
Attack	14mb	13mb	12mb	12mb	11sw	11sw	10sw	10sw	9	8
Defense	18in	17to	17to	17to	16re	16re	15	15	14	14
Damage	5co	4co	4co	4co	4co	4bf	4bf	4bf	3bf	3bf

DUAL FACTIONS

#061 ELVEN DEMI-MAGUS (T), ATLANTIS/ELEMENTAL, RANGE: 10 IN., COST: 31

Speed	8	8	6	4	2
Attack	7mb	7	5	4	0
Defense	15df	14	12	11	11
Damage	2me	2me	2me	1	0dm

#062 ELVEN DEMI-MAGUS (S), ATLANTIS/ELEMENTAL, RANGE: 10 IN., COST: 37

Speed	8	8	8	6	4	2
Attack	7mb	7mb	7	5	4	0
Defense	16df	15	14	12	11	10
Damage	2me	2me	2me	1	1	0dm

#063 ELVEN DEMI-MAGUS (T), ATLANTIS/ELEMENTAL, RANGE: 10 IN., COST: 39

Speed	8
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► Dragons & Diamonds

A two-player Dungeons scenario

In the ruins of an ancient castle far to the north, an enormously valuable ice diamond lies in the depths of a frozen magical pool. To melt the enchanted ice, you must find the secret trigger hidden among the dungeon's artifacts. But to get to the artifacts and the gem, you must face their guardian, the dreaded Polar Ice Dragon.

► Setting up

- Choose 200 points' worth of figures for your Heroic Team. At least one must be a Hero (1st or 2nd level). The others may be Heroes or figures from any *Mage Knight* faction except Mage Spawn.

- Set up the map as shown, which requires Dungeons Builder's Kits 1-3 and Artifacts Set 1.

- Each player contributes three Treasure Chests to the Treasure Pool. Place one chest in each room that contains an artifact, except the large central chamber.

- Each player contributes three wandering monster tokens (two yellow and one blue). Place one wandering monster next to each chest. Use the standard *Dungeons* rules to create the Mage Spawn Pool.

- Instead of putting multiple artifact tokens under the artifacts, pull out the two "Hero gains 1 level" (red) and four "Magic Item! ..." (yellow) tokens. Randomly place one under each artifact except the large pool. Each artifact may be activated only once. The large pool is considered frozen and cannot be activated until the secret trigger is found.

- After rolling to determine who gets the first turn, the second player gets to place a young **Polar Ice Dragon** anywhere in the large central chamber (tiles 1, 11, 13, and 17), as long as its base is adjacent to the large pool.

► Scenario rules

- Each time a player activates an artifact and takes its token, roll one die to see if the secret trigger is discovered. To be successful, the roll must be higher than the number of artifact tokens remaining under their artifacts (the more artifacts are activated, the sooner the trigger will be found). When a player finds the trigger, he gains 50 experience and the large pool unfreezes.

- Once the large pool unfreezes, it can be activated like a normal artifact. The first figure that activates it gets the gem (use a token or other marker to show which figure has the gem). Unlike normal items or treasure, the gem is not removed from the figure at the end of the turn and then reassigned. It remains in that figure's possession. An opposing figure may steal the gem from the carrier by making a successful theft maneuver. The carrier may pass the gem to a friendly figure in an adjacent square for two



speed points. If the opposing player's figure eliminates the carrier with a close combat attack, that figure takes the gem from the eliminated figure at no speed cost. If the carrier is eliminated in any other way, the gem is dropped in the square of the eliminated figure. It can be picked up for two speed points.

- The gem is worth 2,000 gold. Figures can leave the dungeon at either entrance. In the end, the winner is the player who escapes the dungeon with the most gold.

► The dragon

Activation. Instead of sections being activated for movement and attacks separately (as per *Mage Knight* rules), the sections are activated for speed points used collectively by the dragon.

Each player may activate the dragon during his turn. You may activate the dragon even if it occupies the same tile or a square adjacent to one of your figures.

You can activate one or more sections of the dragon for speed points. The dragon's total speed for the turn is equal to the combined speed of each activated section. All sections must be activated at the same time and each costs one of your activations per turn.

For example, you could activate all four sections of an undamaged young Polar Ice Dragon for four activations, giving it its maximum

speed of 12.

Movement. It costs one speed point for the dragon to move forward, backward, or sideways one row of squares. Two speed may be spent to move the dragon diagonally one square. Turning 90° (keeping the center of the dragon in the same four squares) costs three speed.

As it moves, the dragon ignores chests, artifacts, and the effects of all terrain except blocking terrain.

The dragon must end its movement in squares free from chests, artifacts, wandering monster tokens, figures, and blocking terrain.

If the dragon overlaps a figure or wandering monster token as it moves, it is considered to have "passed through" it at a one-time cost of three speed. After the dragon is completely done moving, any opposing figure it passed through may choose to make a free attack against any section of the dragon, as if it were in base contact. If the figure attacks, that section of the Dragon may counterattack as if it were in base contact.

Attacking. After the dragon completes its movement, if it has enough speed points remaining from its original

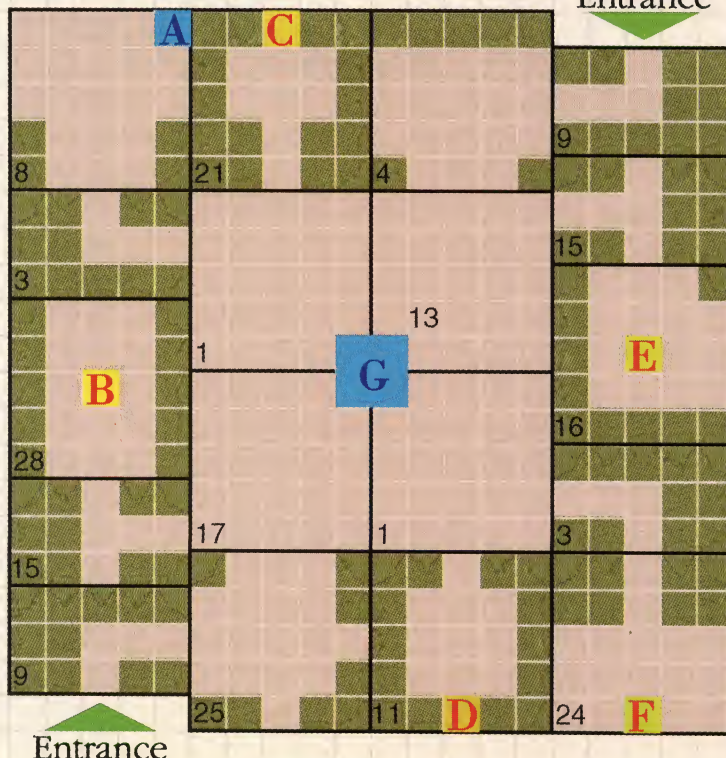
activations, it may attack. Which sections were activated for speed has no bearing on which sections may attack.

The dragon can make multiple attacks, but each costs four speed points and each section may only attack once.

Example: If four of the dragon's original 12 speed points are used for movement, it can make two attacks — say, one from the head and the other from the tail. If it doesn't move, it could make three attacks.



A	Small Pool
B	Dragon Altar
C	Idol of Sharise
D	Serpent Statue
E	Bone Fountain
F	Matriarch Idol
G	Large Pool



Welcome to the ~~Jungle~~ ~~Swamp~~ ~~Jungle~~ ~~Swamp~~



Though the Magi of Bograth and Paradwyn would deny it, the new regions introduced in *Magi-Nation's Nightmare's Dawn* expansion are more similar than they'd like to admit. Paradwyn is a jungle paradise teeming with beautiful creatures. The dank swamps of Bograth are full of critters as well, if a bit messier. While the Magi draw a border between the two regions, the creatures don't seem to pay it any mind. Summoning the power of their dreams, the warring Magi discover how much they have in common.

Each creature and spell in this deck has both the Bograth and Paradwyn traits. With judicious choices of Magi, a deck using both regions never needs to pay the penalties for summoning cards from a region other than the Magi's. In this case, **Eryss**, who is both Bograth and Paradwyn, is joined by the swamp-dwelling **Emlob** and the jungle-loving **Yricho**.

Eryss, with the home-court(s) advantage, should be your first Magi. She immediately gets four cards (**Fog Hyren**, **Gremble**, **N'Kala**, and **Poison Baloo Root**) and has the starting energy

SCRYE LAB NEW DECK CONCOCTIONS! by Richard Weld

MAGI:

- Eryss (ND)
- Emlob (ND)
- Yricho (ND)
- 3x Fog Hyren (ND)
- 3x Gremble (ND)
- 3x Mydra (ND)
- 3x N'kala (ND)
- 3x Poison Baloo Root (ND)
- 3x Quido Swarm (ND)
- 3x Taglat (ND)
- 3x Treepsh (ND)
- 3x Mydra Swarm (ND)
- 3x Sneak Attack (ND)
- 3x Spirit Drain (ND)
- 3x Heart of Paradise (ND)
- 2x Relic Mirror (LTD)
- 2x Relic Stalker (LTD)



to play them. Go second in the game and you also get her 5 Energize energy, so you can slap these down and use the Dreamwarp ability on Fog Hyren, N'Kala, and Poison

Baloo Root to give them each an additional energy, leaving two energy on Eryss.

Use N'Kala's Support power to add one energy to Eryss. You've got one card in your hand. If it's a N'Kala or a relic, play it. If not, discard Gremble to discard your hand and draw

three cards. Now use Fog Hyren's ability to sacrifice two of its energy and draw two cards; you're back up to five cards. Unless you played a second N'Kala, you still have three energy, and there's bound to be something you can play. Hopefully, it's **Heart of Paradise**.

Heart of Paradise lets you increase your Magi's energize rate by one. Also, if your Magi is Bograth and your opponent's is Paradwyn, or vice versa, you win the game if you have 50 energy in play at the start of your turn — though that's unlikely. Unfortunately, if your Magi is defeated while the Heart is in play, your opponent gains control of it.

While the Heart is on the board, your opponent will try to destroy or steal it. **Relic Mirrors** help prevent the former and **Relic Stalkers** the latter. Once you have the Heart in play, put out a Mirror to protect it, but keep the Stalkers in your hand. Play those just before you use them — just in case.

Eryss is a good first Magi if you're aggressive with this deck, but she's not a powerhouse guaranteed to win the game all by herself. Your second Magi, Emlob, can summon up a nice big army. Should he fall, Yricho will hopefully help you make a comeback. These regions work well together — when they're not at war.

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Cell Games has new ways to win, more Cell's coming out to play!

His arena is built, the warriors are gathered, and the battle is ready to start! Score has released *Cell Games*, the latest expansion for *DragonBall Z* — 131 cards of pure power (including six preview cards from *World Games*, the next set). You'll also find two new ways to win in *Cell Games*. The first is **Cosmic Backlash**, a simple physical attack that forces your opponent to draw five cards. That might sound like a drawback, but if it is successful, you win the game! The second is **Dragon's Victory**, a combat card you can only use if you have four anger. Each time you use it, you may raise your opponent's anger one level. Then, if both you and your opponent have four anger, you win the game! It sounds simple, but only decks that have solid strategy can pull these off consistently.

Many cards in *Cell Games* will fit into existing decks. **Goku's Farewell** is a non-combat that raises your main personality to its highest level and power stage. You get tons of power, but you have to move fast, since you gain one anger at the start of every turn, and when you reach five anger, you lose the game! There's also **Caught Off Guard Drill**, which lets you declare any single non-Dragon Ball card

First Cut

Strategies for new releases
by David Fashbinder



in the game unplayable (by you and your opponent) until the drill is discarded from play. Sorry, Cell, it's for Heroes only! Score has finally introduced **Cell Jr.**, giving Cell an edge with his own "personal" allies — they can only be used

if Cell is your main personality. Trunks and Piccolo each receive a Level 5 personality in this set — both ultra-rare cards — to contend with Goku, Vegeta, Gohan, and Cell. Also, each fighting style gets a pair of Defense Shield drills; one stops the first physical attack, the other stops the first energy attack.

Two new game mechanics introduced in *Cell Games* are focused attacks and endurance. Focused attacks can't be stopped by cards which stop both energy and physical attacks, like **Time Is A Warrior's Tool**. You must block a focused energy attack with a card that stops only an energy attack, for instance. While focused attacks aid your offense, endurance offers a great method for dealing with damage. If you turn over a card with an endurance value while taking life cards of damage, that value is eliminated from the remaining damage you must take! The only drawback is that you must remove the card from the game after that — which isn't that bad in the right kind of decks.

All in all, the set is well-balanced between the powers of each style. This set will see the *DBZ* community through the Nationals and Worlds, where it will be put to the ultimate test.

Cell wipes out opposing decks

Cell is one of the meanest baddies in the *DragonBall Z* world and one of the best personalities in the card game. Combine him with the *Trunks Saga* **Namekian Style Mastery**, which gives you card advantage and keeps you powered up, and you get one heck of a bad time for anyone who challenges you.

Cell's personality cards have great powers, but none match his level 1 promo card, which gives him a physical attack doing +3 stages that can be used twice per combat. Power like that is not to be taken lightly, especially when you are packing some of the new *Cell Games* cards like **Cell's Back Slap**, which lets you draw the bottom card from the discard pile, even if the

SCRYE LAB

NEW DECK CONGOCTIONS!
by Cole Hutto

attack doesn't connect. Need a Namekian card and your bottom discard isn't Namekian? Play **Namekian Face Smack** and rearrange the top 10 or bottom 10 cards in your discard pile — bingo! Problem solved.

Namekian Preparation Drill lets you look at the top 5 cards of your

life deck and re-arrange them, ensuring a good draw. Extra damage is always a good thing, especially when it comes from drills, and nothing works better than **Namekian Attack Drill**, which adds +2 to all your physical attacks. **Nail**

Combat Drill is a Saiyan deck's worst nightmare — even if they get your power stage to 0, you won't stay there for long. When it comes to anger management, the Namekian style doesn't offer much, so **Goku's Heart Disease** and **Awful Abrasions** are a must.

If your tournament scene is dominated by Blue Android 18 and Orange Vinegar decks, whip out an **Aura Clash** to make them shift to level 2. Yes, you'll also shift, but

there's a wicked combo of **Cell** level 2 and **Namekian Quick Blast** here. *Dragon Ball* decks will cower in fear of **Power of the Dragon**, and it gives you an ally to use with **Namekian Friendship** to clear your opponent's non-combat cards off the board. **Cell's Instant Transmission** can fetch a **Winter Countryside**, buying you time to get **Cell's Threatening Position** out.

This deck runs a little slow at first, but when the time is right, your opponents won't know what hit them.



WhereDidYourLifeDeckGo.com?

- 1x Cell High Tech (Pr)
- 1x Cell, Stage Two lv.2 (CS)
- 1x Cell, Perfect lv.3 (CS)
- 1x Cell, The Destroyer lv.4 (CS)
- 1x Namekian Style Mastery (TS)

ALLIES:

- 1x Guldo lv.1 (FS)
- 1x Android 17 lv.1 (CS)

LOCATIONS:

- 2x Winter Countryside (AS)

NON-COMBATS:

- 2x Namekian Preparation Drill (CS)
- 2x Namekian Attack Drill (CS)
- 2x Nail Combat Drill (TS)
- 2x Android 20's Absorbing Drill (FS)
- 1x Vegeta's Quickness Drill (SS)
- 1x Goku's Heart Disease (AS)

- 1x Awful Abrasions (AS)
- COMBAT CARDS:**
- 3x Trunks Energy Sphere (TS)
- 3x Android 18's Staretdown (AS)
- 2x Cell's Instant Transmission (CG)
- 2x Aura Clash (CG)
- 1x Namekian Friendship (AS)
- 1x Android 17 Smirks (AS)
- 1x Cell's Threatening Position (AS)
- 1x Power of the Dragon (CG)
- 1x Time Is a Warriors Tool (FS)
- 1x Cell's Defense (AS)

ATTACK CARDS:

- 3x Namekian Quick Blast (CG)
- 3x Namekian Dragon Blast (CG)
- 3x Cell's Last Strike (CS)
- 3x Vegeta's Jolting Slash (FS)
- 3x Namekian Fist Smash (CS)

- 3x Namekian Side Kick (CS)
- 3x Namekian Face Smack (CG)
- 4x Cell's Back Slap (CG)

DEFENSE CARDS:

- 1x Vegeta's Physical Stance (SS)
- 1x Nappa's Physical Resistance (SS)
- 1x Nappa's Energy Aura (SS)
- 1x Frieza's Force Bubble (PR)
- 3x Namekian Fist Block (CS)
- 3x Namekian Energy Catch (CS)
- 3x Goku's Super Saiyan Blast (FS)
- 3x Yamcha's Skillfull Defense (FS)
- 3x Tien's Block (CG)

Take your deck shopping down Diagon Alley

Harry Potter

TRADING CARD GAME

Diagon Alley, the most recent expansion for Harry Potter, has sparked new ideas and strategies, and even made some older cards more playable. Every deck needs a starting character, and **Draco Malfoy**, **Slytherin** contend for the title of #1 character in the game with his ability to give you additional actions. **Professor Quirinus Quirrell** is also great in decks that are vulnerable to creatures and items. About 20% of the cards in Diagon Alley are items. With so many items available now, it seems wise to protect yourself from them.

Probably the best and most-used item card in the set is **Bulgeye Potion**, because it does so much damage that can get around cards that prevent damage from spells. Plus, **Eel Eyes** and **Beetle Eyes** help get it off faster. **Silver Unicorn Horn** provides an elite way to "heal" your cards back, because you can use **Ollivanders** to get it back. **Mooneeey Poison** provides good damage for a common. There are also new book cards that provide one power of a specific lesson type and can be discarded to draw three extra cards.

Among the creatures lurking in this alley are humongous dragons. **Hebridean Black Dragon** is the most powerful creature in the

First Cut Strategies for new releases by Anson Henthorn



game — he isn't even unique, so you can have up to four on the board to cause more hurt. The new owls cards each provide a way to retrieve a specific type of card from your discard pile back to your hand. They're pretty puny by themselves, but when you combine them with **Eeylops Owl Emporium**, one of the new location cards, they become stronger and more durable.

Another notable location is **Wand Shop**,

which doubles the power of your Charms lessons. **Cauldron Shop** lets you search for a Potions item. Both are uncommon, so they're fairly easy to find.

The set includes many good spells and a few really great values. **Christmas Feast** is an awesome item retriever, and **Gringotts Vault Key** provides a new search engine. **Spiral Dive** lets you discard any number of cards from your hand to do an equal amount of damage to your opponent. There are some devastating common cards in the set: **Mid-air Collision** inflicts heavy damage; **Sloth Grip** blocks all but three damage for a turn; and **Picking on Neville** has got to be the best value card in the game. It lets you kill any one card on the board unless your opponent sacrifices two other cards instead — you come out ahead, either way.

The set also adds some additional match and adventure cards. **Gryffindor Match** offers extra actions to the winner, while **Three-Month-Long Match** would fit in any direct-damage deck. **Letters From No One** is an awesome adventure — your opponent can only use actions to draw cards until he or she discards five cards. If McGonagall's ability required the use of an action, this card would be the definition of broken. Keep your opponent's hand to a minimum to maximize its potential.

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Dark Side

Acklay

Character - Geonosian Creature. Cost: 3. S:40 P:3 H:3. As long as you have no other units in the Character arena, this unit gets +30 speed.

Assassin Droid ASN-121 R
Character (Ver. A) - Assassin Droid. Cost: 3. S:50 P:4 H:1. (tap) (A) Choose one of your opponent's units in the Character arena. ASN-121 does 3 damage to that unit unless your opponent has a Jedi in the Character arena and pays 2 Force. Play only when ASN-121 would attack.

Battle Droid Squad C
Ground - Trade Federation Droid. Cost: 2. S:10 P:2 H:3.

Capture Obi-Wan U
Mission. Cost: 2. Your opponent loses 2 Force. You gain +2 Force.

Commerce Guild Droid 81 C
Ground - Commerce Guild Droid. Cost: 6. S:30 P:7 H:5.

Commerce Guild Droid Platoon U
Ground - Commerce Guild Droid. Cost: 7. S:30 P:5 H:6. Ion Cannon 3

Commerce Guild Starship C
Space - Commerce Guild Transport. Cost: 4. S:30 P:3 H:4. Shields 1

Dark Rendezvous R
Mission. Cost: 4. Your opponent loses 7 Force.

Dark Side's Command R
Battle. Pay 8 Force (A) Choose one of your opponent's tapped units in the Space arena. Untap that unit. The next time it would attack this turn, you may have it attack another of your opponent's units in the Space arena.

Dark Side's Compulsion R
Battle. Pay 8 Force (A) Choose one of your opponent's tapped units in the Ground arena. Untap that unit. The next time it would attack this turn, you may have it attack another of your opponent's units in the Ground arena.

Dark Speed U
Battle. One of your units gets +30 speed until end of battle.

Darth Sidious R
Character (Ver. A) - Dark Jedi Master. Cost: 8. S:40 P:5 H:6. When the battle phase ends, if Sidious is in the Character arena, you gain +1 Force. As long as Sidious is in the Character arena, your opponent builds all units face up. Pay 2 Force (A) Evade 3

Darth Tyrannus R
Character (Ver. A) - Dark Jedi Master. Cost: 9. S:50 P:7 H:5. Pay 1 Force (A) Tyrannus gets +2 power for this attack. Pay 3 Force (A) Evade 3. Pay 2 Force (A) Deflect 1

Darth Tyrannus U
Character (Ver. B) - Dark Jedi Master. Cost: 7. S:50 P:6 H:4. Pay 2 Force (A) Tyrannus gets Critical Hit 2 for this attack. Pay 3 Force (A) Evade 3

Darth Tyrannus C
Character (Ver. C) - Dark Jedi Master. Cost: 5. S:50 P:5 H:4. Pay 2 Force (A) Evade 2

Destroyer Droid Squad C
Ground - Trade Federation Droid. Cost: 5. S:40 P:5 H:5.

Destroyer Droid, P Series U
Character - Trade Federation Droid. Cost: 7. S:40 P:5 H:4. When the Character battle step starts, if this unit is in the Character arena, choose one: this unit gets +20 speed, or this unit gets +2 power until end of battle. Shields 1

Destruction of Hope R
Mission. Cost: 2. Your opponent chooses and discards 2 cards from his or her hand. You gain +1 Force.

Droid Control Ship U
Space - Trade Federation Capital Ship. Cost: 9. S:10 P:9 H:9. As long as this unit is in the Space arena, each of your Droids gets +10 speed. When this unit is discarded from the Space arena, it does 1 damage to each of your Droids in each arena.

Droid Starfighter DFS-4CT C
Space - Trade Federation Droid Starfighter. Cost: 2. S:50 P:2 H:1.

Droid Starfighter Squadron C
Space - Trade Federation Droid Starfighter. Cost: 3. S:40 P:3 H:3.

Droid Starfighter Wing C
Space - Trade Federation Droid Starfighter. Cost: 4. S:40 P:4 H:4.

Flying Geonosian Squad C
Ground - Geonosian Soldier. Cost: 6. S:30 P:4 H:6.

Geonosian Defense Platform C
Ground - Geonosian Fortification. Cost: 7. S:20 P:7 H:7.

Geonosian Fighter C
Space - Geonosian Starfighter. Cost: 3. S:50 P:2 H:2. Critical Hit 1

Geonosian Guard U
Character - Geonosian Soldier. Cost: 2. S:30 P:2 H:2.

Geonosian Sentry R
Character - Geonosian Soldier. Cost: 6. S:40 P:4 H:4. As long as this unit is in the Character arena, each of your other Geonosians gets +10 speed.

Geonosian Squad C
Ground - Geonosian Soldier. Cost: 4. S:30 P:2 H:3. Critical Hit 3

Geonosian Warrior U
Character - Geonosian Soldier. Cost: 3. S:50 P:3 H:2.

Infantry Battle Droid, B1 Series U
Character - Trade Federation Droid. Cost: 2. S:40 P:2 H:1. When this unit is discarded from the Character arena, draw a card.

Interference in the Senate R
Battle. Pay 10 Force (A) Choose an arena. Each of your opponent's units in that arena gets -20 speed and -2 power until end of battle.

InterGalactic Banking Clan Starship C
Space - IG Banking Clan Transport. Cost: 5. S:20 P:4 H:5. Shields 1

Jango Fett R
Character (Ver. A) - Bounty Hunter. Cost: 8. S:60 P:7 H:6. As long as Jango is attacking a Jedi, he gets Critical Hit 2

Jango Fett R
Character (Ver. B) - Bounty Hunter. Cost: 6. S:60 P:6 H:4. As long as Jango is attacking a Jedi, he gets +1 power and Critical Hit 1

Jango Fett U
Character (Ver. C) - Bounty Hunter. Cost: 5. S:60 P:4 H:4. As long as Jango is attacking a Jedi, he gets +2 power.

Jango Fett C
Character (Ver. D) - Bounty Hunter. Cost: 4. S:50 P:4 H:3. Critical Hit 1

Nexu U
Character - Geonosian Creature. Cost: 5. S:50 P:4 H:3. As long as Nexu is in the Character arena, each activated ability of your opponent's units costs 1 more Force to play.

Nute Gunray U
Character (Ver. A) - Trade Federation Diplomat. Cost: 3. S:20 P:2 H:3. (tap) (A) Your opponent chooses and discards a card from his or her hand. Play only during your build step.

Plot the Seccession R
Mission. Cost: 3. Discard your hand. Then draw 5 cards.

Poggle the Lesser U
Character (Ver. A) - Geonosian Diplomat. Cost: 4. S:40 P:3 H:3. (tap) (A) Choose one of your opponent's units in the Character arena. Tap that unit unless your opponent pays 3 Force. Play only when Poggle would attack.

Reek U
Ground - Geonosian Creature. Cost: 3. S:50 P:2 H:2. (tap) (A) Draw a card, then discard a card from your hand. Play only during your build step.

San Hill U
Character (Ver. A) - IG Banking Clan Diplomat. Cost: 2. S:20 P:1 H:2. (tap) (A) You get +2 build points this turn. Your opponent gets +1 build point this turn. Play only during your build step.

Slave I R
Space - Patrol Ship. Cost: 4. S:40 P:5 H:3. As long as Slave I is in the Space arena, your opponent can't retreat any Space units with damage counters on them during his or her retreat step.

Splinter the Republic U
Mission. Cost: 1. Search your deck. You may take a card from your deck with the same name as one of your units in any arena. Show it to your opponent and put it into your hand. Then shuffle your deck.

Strength of Hate U
Battle. Pay 2 Force (A) One of your units gets +3 power for this attack.

Subtle Assassination U
Mission. Cost: 3. Choose one of your opponent's units in the Character arena with power 3 or less. Your opponent discards that unit.

Super Battle Droid 8EX U
Character - Trade Federation Droid. Cost: 5. S:40 P:5 H:5. As long as you have another Droid in any arena, this unit gets +10 speed and +1 power.

Target the Senator R
Mission. Cost: 3. When the battle phase starts, choose one of your opponent's units in any arena. Target the Senator does 4 dice of damage to that unit.

Techno Union Starship C
Space - Techno Union Capital Ship. Cost: 6. S:30 P:6 H:6.

Trade Federation Battleship U
Space - Trade Federation Capital Ship. Cost: 6. S:10 P:4 H:6. Bombard 4

Trade Federation Battleship Core U
Ground - Trade Federation Fortification. Cost: 9. S:10 P:10 H:12.

Trade Federation C-9979 U
Space - Trade Federation Transport. Cost: 4. S:20 P:2 H:5. (tap) (A) Draw a card. Play only during your build step.

Trade Federation War Freighter C
Space - Trade Federation Capital Ship. Cost: 7. S:30 P:5 H:7. Bombard 3

Tyrannus's Edict R
Mission. Cost: 3. Choose one of your units. As long as that unit is in an arena, your other units in that arena can't be attacked this turn.

Tyrannus's Geonosian Speeder R
Ground - Geonosian Speeder. Cost: 6. S:40 P:2 H:1. (tap) (A) Search your deck. You may take a Battle card from your deck. Show it to your opponent and put it into your hand. Then shuffle your deck. Play only during your build step.

Tyrannus's Gift U
Battle. Pay 3 Force (A) The attacking unit gets -5 power for this attack.

Tyrannus's Solar Sailer R
Space - Geonosian Starfighter. Cost: 4. S:60 P:2 H:2. Critical Hit 2 When its attack ends, you may retreat Tyrannus's Solar Sailer.

Tyrannus's Wrath R
Battle. Pay 8 Force (A) The attacking unit gets +7 power for this attack.

Walking Droid Fighter C
Ground - Trade Federation Droid. Cost: 4. S:20 P:6 H:2. Shields 1

War Will Follow R
Battle. Pay 3 Force (A) Choose a Space unit in your opponent's build area. Put that unit into the Space arena. If it's tapped, untap it.

Wat Tambor U
Character (Ver. A) - Techno Union Diplomat. Cost: 4. S:30 P:2 H:3. When the roll for build points is made, if Wat is in the Character arena, the Light Side gets -1 build point this turn.

Zam Wesell R
Character (Ver. A) - Clawdite Bounty Hunter. Cost: 6. S:60 P:6 H:4. When the Character battle step starts, if Zam is in the Character arena, choose one: remove 1 damage counter from Zam, or Zam gets Critical Hit 2 until end of battle.

Zam Wesell C
Character (Ver. A) - Clawdite Bounty Hunter. Cost: 3. S:40 P:3 H:3.

Zam's Airspeeder U
Ground - Corsucant Speeder. Cost: 2. S:60 P:1 H:1. Critical Hit 3

Light Side

A Moment's Rest R
Mission. Cost: 3. Choose one of your units. Prevent all damage to that unit this turn.

Anakin Skywalker R
Character (Ver. A) - Jedi Padawan. Cost: 7. S:60 P:6 H:5. Pay 3 Force (A) Evade 3

Anakin Skywalker R
Character (Ver. B) - Jedi Padawan. Cost: 5. S:50 P:4 H:4. (tap) (A) One of your units in the Ground arena gets +20 speed and +2 power until end of battle. Play only during your build step. Pay 1 Force (A) Evade 1

Anakin Skywalker U
Character (Ver. C) - Jedi Padawan. Cost: 5. S:60 P:5 H:4. Pay 2 Force (A) Evade 2

Anakin Skywalker C
Character (Ver. D) - Jedi Padawan. Cost: 4. S:50 P:4 H:3. Pay 1 Force (A) Evade 1

Anakin's Inspiration U
Battle. Pay 2 Force (A) Choose an arena. Each of your units in that arena gets +20 speed until end of battle.

AT-TE Walker 23X U
Ground - Republic Assault Walker. Cost: 6. S:50 P:5 H:4. Critical Hit 2

AT-TE Walker 71E R
Ground - Republic Assault Walker. Cost: 6. S:60 P:5 H:4. Shields 1

Bail Organa R
Character (Ver. A) - Alderaanian Diplomat. Cost: 4. S:40 P:3 H:2. (tap) (A) Your opponent chooses one of his or her units in the Character arena. Tap that unit unless your opponent pays 3 Force. Play only during your build step.

Bravo N-1 Starfighter C
Space - Naboo Starfighter. Cost: 3. S:50 P:3 H:2. Critical Hit 1

C-3PO U
Character (Ver. A) - Protocol Droid. Cost: 3. S:10 P:1 H:3. (tap) Discard 2 cards from your hand (A) Draw 2 cards. Play only during your build step.

Captain Typho R
Character (Ver. A) - Naboo Soldier. Cost: 5. S:40 P:5 H:5. As long as Typho is in the Character arena, each of your other Naboo Soldiers gets +10 speed.

Chancellor Palpatine R
Character (Ver. A) - Corsucant Diplomat. Cost: 4. S:30 P:4 H:4. As long as Palpatine is in the Character arena, each of your opponent's Characters gets -10 speed.

Chancellor's Guard Squad C
Ground - Republic Soldier. Cost: 3. S:30 P:2 H:3. Critical Hit 2

Chase the Villain U
Mission. Cost: 2. Your opponent can't retreat any Characters during his or her retreat step this turn.

Cleeg Lars U
Character (Ver. A) - Tatooine Farmer. Cost: 2. S:30 P:2 H:2. When you deploy Cleeg, you lose 1 Force.

Clone Officer R
Character - Clone Soldier. Cost: 5. S:40 P:5 H:4. As long as this unit is in the Character arena, each of your Clones gets +1 power.

Clone Platoon C
Ground - Clone Soldier. Cost: 4. S:40 P:4 H:4.

Clone Squad C
Ground - Clone Soldier. Cost: 3. S:10 P:3 H:3.

Clone Warrior 4/163 U
Character - Clone Soldier. Cost: 4. S:40 P:4 H:4.

Clone Warrior 5/373 U
Character - Clone Soldier. Cost: 3. S:40 P:3 H:3.

Cordé U
Character (Ver. A) - Naboo Handmaiden. Cost: 2. S:30 P:2 H:1. Critical Hit 1 Discard Cordé from the Character arena (A) Prevent all damage to any one non-Jedi Character.

Corellian Star Shuttle C
Space - Republic Transport. Cost: 4. S:20 P:3 H:4. (tap) (A) Draw a card. Play only during your build step.

Elite Jedi Squad C
Ground - Jedi Knight. Cost: 3. S:40 P:3 H:2. Critical Hit 2

Go to the Temple U
Battle. Pay 2 Force (A) Choose an arena. Retreat any number of your units in that arena. Play only if no unit is attacking.

Hero's Duty R
Battle. Pay 4 Force (A) One of your units gets +5 power for this attack. When this attack ends, discard that unit.

Hyperdrive Ring C
Space - Republic Device. Cost: 3. S:30 P:1 H:3. As long as you have a Starfighter in the Space arena, this unit gets +2 power.

Jar Jar Binks R
Character (Ver. A) - Gungan Diplomat. Cost: 3. S:40 P:2 H:2. When your opponent rolls one or more dice in an attack on Jar Jar, you may reroll any of those dice.

Jedi Call for Help R
Mission. Cost: 3. Search your deck. You may take a unit card from your deck. Show it to your opponent and put it into your hand. Then shuffle your deck. You may complete this Mission only if you have a Jedi in the Character arena.

Jedi Council Summons R
Mission. Cost: 2. Search your deck. You may take a Jedi card from your deck. Show it to your opponent and put it into your hand. Then shuffle your deck and gain +1 Force.

Jedi Knight's Deflection R
Battle. Pay 6 Force (A) Prevent up to 2 damage to one of your units. That unit may do that much damage to a unit of your choice in the same arena.

Jedi Patrol U
Jedi - Jedi Knight. Cost: 3. S:30 P:3 H:3. (tap) (A) Draw a card, then discard a card from your hand. Play only during your build step.

Jedi Starfighter 3R3 C
Space - Jedi Starfighter. Cost: 3. S:50 P:3 H:3.

Kit Fisto C
Character (Ver. A) - Nautilon Jedi Master. Cost: 5. S:40 P:4 H:5. Pay 2 Force (A) Evade 2

Master and Apprentice U
Battle. Pay 3 Force (A) Up to 2 of your units each get +2 power until end of battle.

N-1 Starfighter C
Space - Naboo Starfighter. Cost: 2. S:60 P:2 H:1.

Naboo Cruiser C
Space - Naboo Transport. Cost: 6. S:10 P:6 H:7.

Naboo Defense Station R
Ground - Naboo Fortification. Cost: 8. S:10 P:6 H:12.

Naboo Royal Starship C
Space - Naboo Transport. Cost: 5. S:20 P:5 H:6.

Naboo Security Guard U
Character - Naboo Soldier. Cost: 2. S:30 P:2 H:2.

Naboo Senatorial Escort C
Ground - Naboo Soldier. Cost: 2. S:10 P:2 H:3.

Naboo Spaceport U
Ground - Naboo Fortification. Cost: 9. S:10 P:7 H:9. Ion Cannon 4

Naboo Starfighter Squadron C
Space - Naboo Starfighter. Cost: 4. S:40 P:4 H:4.

Obi-Wan Kenobi R
Character (Ver. A) - Jedi Knight. Cost: 7. S:40 P:6 H:7. Pay 2 Force (A) Evade 2 Discard Obi-Wan from the Character arena (A) Prevent all damage to one of your Characters. Then you gain additional Force equal to the damage prevented.

Obi-Wan Kenobi U
Character (Ver. B) - Jedi Knight. Cost: 5. S:40 P:5 H:5. Pay 1 Force (A) Obi-Wan gets Critical Hit 2 for this attack. Pay 2 Force (A) Evade 2 Pay 1 Force (A) Prevent 1 damage to Anakin Skywalker.

Obi-Wan Kenobi C
Character (Ver. C) - Jedi Knight. Cost: 4. S:40 P:4 H:4. Pay 2 Force (A) Evade 2

Obi-Wan's Starfighter R
Space - Jedi Starfighter. Cost: 4. S:50 P:3 H:3. Critical Hit 2 When the battle phase starts, if Obi-Wan's Starfighter is in the Space arena, remove all damage counters from Obi-Wan's Starfighter.

Padmé Amidala R
Character (Ver. A) - Naboo Diplomat. Cost: 5. S:60 P:4 H:4. As long as Padmé is in the Character arena, each of your Jedi gets +10 speed and Anakin Skywalker gets +2 power.

Padmé Amidala R
Character (Ver. B) - Naboo Diplomat. Cost: 4. S:40 P:3 H:2. When the roll for build points is made, if Padmé is in the Character arena, the Dark Side gets -1 build point this turn.

Padmé Amidala U
Character (Ver. C) - Naboo Diplomat. Cost: 4. S:50 P:3 H:3. Put 1 damage counter on Padmé and retreat her (A) Prevent all damage to Padmé.

Padmé Amidala C
Character (Ver. D) - Naboo Diplomat. Cost: 3. S:50 P:3 H:3.

Padmé's Yacht R
Space - Naboo Transport. Cost: 5. S:40 P:3 H:5. Shields 1

Plo Koon R
Character (Ver. A) - Kel Dor Jedi Master. Cost: 6. S:50 P:3 H:5. As long as you have another Jedi in the Character arena, Plo gets +1 power. Pay 2 Force (A) Evade 2

Queen Jamillia R
Character (Ver. A) - Naboo Diplomat. Cost: 4. S:40 P:3 H:2. (tap) (A) Retreat one of your Diplomats. Play only when Jamillia would attack.

R2-D2 R
Character (Ver. A) - Astromech Droid. Cost: 3. S:10 P:2 H:3. (tap) (A) Each of your units in the Space arena gets Critical Hit 1 until end of battle. Play only during your build step.

Republic Assault Ship U
Space - Republic Capital Ship. Cost: 7. S:30 P:6 H:7. Bombard 2

Republic Attack Gunship UH-478 C
Ground - Republic Gunship. Cost: 6. S:40 P:6 H:6.

Republic Cruiser C
Space - Republic Transport. Cost: 4. S:30 P:4 H:3. Shields 1

Seek the Council's Wisdom R
Mission. Cost: 2. You gain +4 Force.

Shaak Ti U
Character (Ver. A) - Togrua Jedi Master. Cost: 4. S:50 P:3 H:5. Pay 1 Force (A) Evade 1

Speeder Bike Squadron C
Ground - Republic Speeder. Cost: 5. S:30 P:3 H:4. Shields 1

Spirit of the Fallen R
Battle. Pay 2 Force (A) Each of your Characters gets +2 power until end of battle. Play only if one of your Characters has been discarded from the Character arena this turn.

Underworld Connections U
Mission. Cost: 1. Look at your opponent's hand. Then you gain +1 Force.

Ward of the Jedi R
Battle. Pay 4 Force (A) Choose one of your units. That unit can't be attacked this turn as long as you have any other units in the same arena.

Wedding of Destiny U
Mission. Cost: 2. Draw 3 cards. Then you gain +1 Force.

Windu's Solution R
Battle. Pay 2 Force (A) One of your units gets +30 speed and +1 power until end of battle.

Yoda R
Character (Ver. A) - Jedi Master. Cost: 9. S:40 P:6 H:6. When end the battle phase ends, if Yoda in the Character arena is +1 Force you gain 2 Force pay (A) Evade 3 10 Force pay (A) Deflect 3

Yoda U
Character (Ver. B) - Jedi Master. Cost: 5. S:40 P:4 H:4. 3 Force pay (A) Evade 4 5 Force pay (A) Deflect 2 (tap) (A) -1 Force you gain. Only during your build step play.

Yoda's Intervention R
Battle. Pay 3 Force (A) Prevent up to 3 damage to one of your units.

Neutral

Attract Enemy Fire U
Battle. Pay 2 Force (A) Choose one of your units in the same arena as the attacking unit. The attacking unit now attacks that unit instead of the original defending unit. Play only before your opponent rolls attack dice.

Battle Fatigue R

Battle. Pay 2 Force (A) Choose an arena where no unit has attacked this turn. Each unit in that arena gets -1 power until end of battle.

Boba Fett R

Character (Ver. A) - Clone Boy. Cost: 2. S:40 P:2 H:1. As long as Boba is in the Character arena, each Bounty Hunter gets -10 speed.

Cheat the Game U

Battle. Pay 3 Force (A) Roll all your attack dice.

Clear the Skies R

Mission. Cost: 3. The Dark Side player chooses and discards a unit from each arena in which he or she has 4 or more units. Then the Light Side player does the same.

Coruscant Freighter AA-9 U

Space - Independent Transport. Cost: 7. S:20 P:1 H:8. (tap) (A) Draw 3 cards, then discard 2 cards from your hand. Play only during your build step.

Departure Time U

Mission. Cost: 2. You may discard one of your units from any arena. If you do, you get +4 build points this turn.

Dexter Jettster R

Character (Ver. A) - Diner Owner. Cost: 4. S:50 P:1 H:4. (tap) (A) One of your Characters gets +3 power until end of battle. Play only when Dexter would attack.

Down in Flames U

Battle. Pay 4 Force (A) Choose one of your opponent's Speeders in the Ground arena. Your opponent discards that Speeder.

Elan Sleazebaggano R

Character (Ver. A) - Coruscant Merchant. Cost: 3. S:50 P:3 H:1. As long as Elan is in the Character arena, each of your other Characters gets +20 speed. When the battle phase ends, Elan does 1 damage to each of your other Characters.

Cozanti Cruiser C

Space - Independent Transport. Cost: 6. S:10 P:5 H:6.

Hatch a Clone C

Mission. Cost: 1. Return up to 2 Ground unit cards from your discard pile to your hand.

Hero's Dodge C

Battle. Pay 1 Force (A) Prevent up to 2 damage to one of your Characters.

Hero's Flaw R

Battle. Pay 3 Force (A) Choose one of your opponent's Characters. This turn, each of your Characters gets Critical Hit 2 as long as he or she is attacking that Character.

High-Force Dodge C

Battle. Pay 5 Force (A) Prevent up to 5 damage to one of your units.

Jawa Sandcrawler U

Ground - Tatooine Sandcrawler. Cost: 4. S:10 P:2 H:7. (tap) (A) Draw 2 cards, then discard 2 cards from your hand. Play only during your build step.

Kaminoan Guard U

Character - Kaminoan Soldier. Cost: 4. S:50 P:3 H:3. As long as there are one or more Clones in any arena, this unit gets +1 power.

Knockdown C

Battle. Pay 4 Force (A) Choose an untapped Character. Tap that Character.

Lama Su R

Character (Ver. A) - Kaminoan Diplomat. Cost: 4. S:20 P:3 H:3. As long as Lama is in the Character arena, each Clone costs 1 fewer build counter to deploy.

Lost in the Asteroids C

Battle. Prevent all damage done by Space units this turn. Play only before any unit in the Space arena attacks.

Lull in the Fighting C

Battle. Prevent all damage done by Characters this turn. Play only before any unit in the Character arena attacks.

Luxury Airspeeder U

Ground - Coruscant Speeder. Cost: 3. S:60 P:2 H:2. As long as this unit is in the Ground arena, each of your other Ground units gets +10 speed.

Mending C

Mission. Cost: 2. Remove up to 4 damage counters from one of your Characters. You gain +1 Force.

Order Here R

Mission. Cost: 2. Each Battle card costs 3 more Force to play this turn.

Padawan's Deflection C

Battle. Pay 3 Force (A) Prevent 1 damage to one of your units. That unit may do that much damage to a unit of your choice in the same arena.

Patrol Speeder C

Ground - Naboo Speeder. Cost: 4. S:20 P:3 H:4.

Peace on Naboo C

Battle. Prevent all damage done by Ground units this turn. Play only before any unit in the Ground arena attacks.

Pilot's Dodge C

Battle. Pay 2 Force (A) Prevent up to 2 damage to one of your Space or Ground units.

Power Dive R

Battle. Pay 3 Force (A) Untap one of your tapped Starfighters in the Space arena or tapped Speeders in the Ground arena.

Recon Speeder U

Ground - Republic Speeder. Cost: 5. S:30 P:4 H:3. Shields 1

Repulsorlift Malfunction C

Battle. Pay 5 Force (A) Choose an untapped Ground unit. Tap that unit.

Return to Spaceport C

Mission. Cost: 1. Remove up to 4 damage counters from one of your Ground units.

Rickshaw C

Ground - Tatooine Vehicle. Cost: 2. S:20 P:2 H:2.

Second Effort R

Battle. Pay 5 Force (A) Choose one or more of your attack dice. Roll those dice.

Ship Arrival U

Mission. Cost: 2. Choose Space, Ground, or Character. Reveal cards from the top of your deck until you reveal a unit card of that type. Put that card into your hand and shuffle the other revealed cards into your deck.

Slumming on Coruscant C

Mission. Cost: 1. Look at your opponent's hand. If your opponent has any Battle or Mission cards there, choose one of them. Your opponent discards that card.

Sonic Shockwave C

Battle. Pay 5 Force (A) Choose an untapped Space unit. Tap that unit.

Starship Refit U

Mission. Cost: 1. Remove up to 4 damage counters from one of your Space units.

Surge of Power R

Battle. Pay 1 Force (A) One of your units gets +2 power for this attack.

Swoop Bike C

Ground - Tatooine Speeder. Cost: 2. S:50 P:2 H:1.

Take the Initiative C

Mission. Cost: 1. Return up to 2 Space unit cards from your discard pile to your hand.

Target Locked C

Battle. Pay 2 Force (A) One of your units gets Critical Hit 2 for this attack.

**Taun We** R

Character (Ver. A) - Kaminoan Diplomat. Cost: 2. S:20 P:2 H:3. As long as Taun is in the Character arena, each of your Clones gets +10 speed.

Taylander Shuttle C

Space - Independent Transport. Cost: 2. S:20 P:2 H:2.

Watto U

Character (Ver. A) - Tatooine Merchant. Cost: 4. S:20 P:3 H:3. When the battle phase ends, if Watto is in the Character arena, you may remove a damage counter from one of your Droids, Speeders, or Starfighters.

Weapon Response U

Battle. Pay 1 Force (A) The attacking unit gets -2 power for this attack.



Recent Rulings as of April 27

Pokémon Powers

Q: If there are two **Dark Ampharos** in play and one of them has its Conductivity power "turned off," does the second one's Pokémon Power become active or is it still inactive?

A: It would still be inactive.

Q: Will **Dark Ampharos'** Conductivity do 20 damage if I use **Blaine** to attach two **Fire Energy** cards? Will Conductivity do multiple damage if I use **Blastoise's** Rain Dance to move multiple **Water Energy** cards?

A: Yes to both questions.

Q: If I attach a **Metal Energy** and my opponent has **Dark Ampharos**, does the Metal Energy block the Conductivity damage or not?

A: No, it does not block the damage. **Metal Energy** is not in play before **Conductivity's** effect kicks in, so your **Pokémon** takes the damage from **Conductivity**.

Q: Could I play a **Super Energy Removal**, choose the energy card attached to my active **Pokémon** with **Legendary Body** (e.g., **Suicune** Lvl. 25), and then not discard it since **Legendary Body** protects it from the effects of **Trainer Cards**?

A: No. The cost of playing **Super Energy Removal** is that discarded energy. If you did not pay the cost, **Super Energy Removal** can't be used.

Q: If there is a **Dark Vileplume** in play, can **Dark Porygon2** use its **Pokémon Power** to put a stadium card from my discard pile into play?

A: Yes. **Dark Vileplume** stops you from playing trainers. On the other hand, **Dark Porygon2's**



Spatial Distortion lets you take a stadium from the discard pile and put it in play. "Put into play from the discard pile" and "playing from your hand" are not the same thing.

Pokémon Attacks

Q: When **Light Azumarill** does its **Bubble Jump** attack, does **Azumarill** and all cards attached to it get returned to your hand regardless of the outcome on the coin flip?

A: Yes.

Q: On **Sunkern's** **Sunbathe** attack, can I still search my deck for an evolution of **Sunkern** if I flip tails?

A: Yes. The flip only applies to removing counters. A similar ruling would also follow for **Neo: Discovery's** **Metapod** (**Hatch**) and **Neo: Destiny's** **Dark Pupitar** (**Explosive Evolution**).

Q: If I use **Light Ledian's** **Flash Touch** and bring up **Brock's** **Ninetales**, will it be immune to sleep, poison, etc. regardless of what cards I attach to it?

A: Yes.

Q: If I use **Crobat's** **Trigger Poison** attack on a **Rocket's** **Zapdos** and the **Rocket's** **Zapdos** uses its **Plasma** attack, will **Rocket's** **Zapdos** get poisoned when **Lightning Energy** is retrieved from the discard pile?

A: No. **Rocket's** **Zapdos** will only get poisoned when your opponent attaches an energy card from his or her hand to **Rocket's** **Zapdos**.

Trainers

Q: If I have no cards in my discard pile, can I use **Nightly Garbage Run**, **Time Capsule**, etc. to put 0 cards into my deck and shuffle it?

A: Yes. It's a nice trick to shuffle your deck without the need for **Professor Elm** or **Professor Oak**.

Energy

Q: Can a **Miracle Energy** count as one **Fire Energy** and one **Lightning Energy** at the same time?

A: Yes.

New team format in the works

Wizards of the Coast's Master Trainer **Mike**, a.k.a. **Michael Gills**, recently announced the development of a new DCI-sanctioned format for **Pokémon**. It allows players to pair up and play **Pokémon** in teams. The current **Team Format** rules appear on the following page.

"This format has been created to allow players of different skill levels to play their favorite TCG together as a team," **Gills** said. "This will enable parents to play with their children and more advanced players help newer players improve their game skills. Cards and game strategies will be different in this format, so it also allows players to look at their cards with new goals in mind.

"These rules are still subject to some change as we learn what works and what doesn't. Wizards of the Coast will be holding and sanctioning **Pokémon** **Team Multiplay** events at **Origins** and **Gen Con**, and several of these events at the upcoming **2002 Pokémon World Championships** in **Seattle, Wash.**, Aug. 3 and 4. Each two-player team will have its own DCI ratings for both **Constructed** and **Limited** play.

"The official **Team Multiplay** rules will be published in **September 2002** and thereafter local tournament organizers will be able to sanction tournaments in this format."

Wizards of the Coast introduces team format for Pokémon

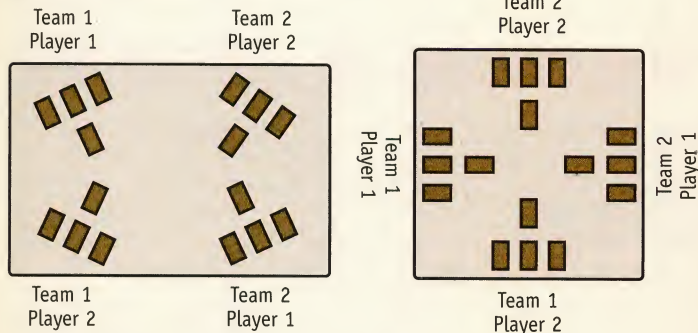
Pokémon Multiplayer Rules v1.1

For the most part, Pokémon rules and effects work the same in multiplayer games as they do in a one-on-one game. To play a two-on-two game, start with the following basic multiplayer rules:

1. Each player uses a standard 60 card deck using the current Modified format rules. Each team (made up of 2 players) designates one player as Player A and the other as Player B during the registration process. This does not change throughout the tournament.

2. Everybody sits around a single table, with team partners sitting adjacent to each other. Player A from each team sits opposite Player A from the opposing team. Player B sits to the right of Player B.

Teammates, while adjacent, should not sit directly next to each other. Examples are given below depending on the table shape.



3. Player B from one team flips coin, and Player B from the other team calls out the desired result. The team that won the flip gets to decide which team starts first. After setup, Player A of the starting team (hereafter known as Team 1) takes his or her first turn. Play then moves on to the player to the left (Player B of the opposing team hereafter known as Team 2) and continues on clockwise. (Starting order: 1A, 2B, 1B, 2A.)

4. Player 1A must first declare whether he or she needs to take a Mulligan or not. If so, then each member of the opposing team may draw up 1 card (totaling 2 for the team). Then the player to the left goes through this process, then the player to their left, until you end with Player 2A. (Mulligan order is the same as the play order: 1A, 2B, 1B, 2A.)

This will help offset some of the disadvantage of your team going first (player 2A is the least likely to have to call a Mulligan).

5. Each player places out 3 Prize cards.

6. When it is your turn, your Pokémon can attack either of the opponent's Pokémon. The opponent you choose is now the Defending Pokémon for any effects.

If an attack states "your Pokémon" it only affects your own (not your team mate's). If an attack states your opponent's Pokémon, it only affects the opponent that you have chosen to attack (not his or her teammate). If an attack states "all Pokémon" or "all Benched Pokémon", then it affects all 4 players stated Pokémon.

7. When a player earns a prize card by Knocking out one of the opposing Pokémon he



or she can choose to draw one of their Prize cards or have their teammate draw one of their Prize cards. If one player has already drawn their last prize card, the next time they earn the right to draw another Prize card their teammate must draw one of his or her Prize cards instead.

If a triggered Pokémon Power, attack, or special condition Knocks out one of your own Pokémon, then the players on the opposing team may discuss which of them gets to draw a Prize card with player A having the final decision.

8. The game continues until one team has drawn all 6 of its prize cards or both players on a team are eliminated (has their last in play Pokémon Knocked out, decks themselves, or leaves the game).

9. If a player leaves the game (has their last in play Pokémon Knocked out, has decked himself, or must leave the game (concede)), all of his or her cards (including Stadiums) are removed from the game. His or her teammate must add a number of cards from the bottom of their deck equal to the number of remaining prizes the removed teammate had left to their prize cards. The game continues until both players on one team are eliminated.

In the event that the remaining team player does not have enough cards in their deck to place out these prize cards, that player is considered to have "decked" himself and is eliminated from the game.

If a player is eliminated and that player chooses to remain in the game, he or she must stay at the table and then may look at his or her partner's hand and advise him or her. However, the remaining player still makes all final decisions.

Eliminated players who remain at the table to advise are considered active participants in the game and as such, penalties can still be assessed to them or their team if necessary.

10. Table talk is unlimited. You may tell your teammate anything but you cannot show your partner any of the cards in your hand unless one of the team has been eliminated (see rule #9).

All talk between players must be done above the table and must be done in a way that the other team can hear you clearly. All verbal communication must be done in the designated local language though codes and non-verbal communication are also allowed. Note: American Sign Language (ASL) is considered verbal communication.

11. All Trainer, Pokémon Power, and attack effects that specify "you" can be played on either you or your partner. All Trainer, Pokémon Power, and attack effects that specify your opponent can be played on either member of the opposite team. For example, if you play Double Gust you can choose either yourself or your partner for the first effect, and either of your opponents for the second.

Only the owner of a Pokémon, Trainer card, or effect can choose whether to use that effect or allow their teammate to do so. You cannot use any of your teammate's Pokémon Powers, attacks, or effects on your turn.

Once you designate which player is "you" or "opponent" then every instance of "you" or "opponent" in that effect refers to that same player. For example, if you choose to play Professor Elm on your teammate, then it is only your teammate that cannot play any more Trainers that turn, not you. You would then be able to play Professor Elm on your teammate again or even on yourself if you so chose.

This means that you cannot split the effects of a card between both players on a team (yours or your opponents). For example, if you play Pokémon Breeder Fields you must either choose 1 or 2 of your Pokémon, or 1 or 2 of your teammate's Pokémon. You cannot choose 1 of each.

Cards and effects that refer to both players only affect the chosen players on each team. Cards that affect all players, affect every player in the game.

12. You cannot attach any of your cards to any of your opponent's Pokémon. You also cannot draw, trade, or transfer any cards between you or your teammate's cards, decks or Pokémon.

You can trade counters, markers, or effects between teammate's Pokémon when applicable.

13. All Special Conditions and effects that trigger at the end of each turn, trigger at the end of EACH player's turn (like Poison or Asleep). Special Conditions that trigger or end at the end of YOUR turn still wait until the end of YOUR particular turn (such as Paralysis).

14. Whenever you put into play any continual Pokémon Power that specifies "your opponent", you must immediately designate which opponent it is targeting. Whenever you put into play any continual Pokémon Power that specifies "your Pokémon" you must immediately designate whether it is targeting your Pokémon or your teammate's Pokémon (such as Dodrio's Retreat Aid).

Once an effect has its target designated, that target cannot change while that Pokémon remains in play.

Stadium cards affect all players in a game. Only 1 Stadium card may be in play per game (standard rules apply).

Triggered and activated Pokémon Powers and attack effects only affect you or the designated Defending Player. If a Power or attack mentions the Defending Pokémon, you must designate which opponent's Pokémon is the Defending Pokémon BEFORE the effect is used or triggered.

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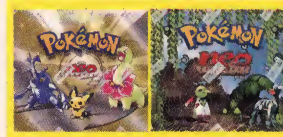
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Player's Guide

TRADING CARD GAME

Legend of Blue-Eyes White Dragon 185 Cards

Rarity codes: C=Common, K=Fixed in Kaiba starter deck, Y=Fixed in Yugi starter deck, R=Rare, SR=Super Rare, UR=Ultra Rare, SCR=Secret Rare.



Monsters

Ancient Elf Y
Lvl. 4 Light Spellcaster. A:1450 D:1200

Ansatsu Y
Lvl. 5 Earth Warrior. A:1700 D:1200

Aqua Madoor R
Lvl. 4 Water Spellcaster. A:1200 D:2000

Armail C
Lvl. 3 Earth Warrior. A:700 D:1300

Armed Ninja R
Lvl. 1 Earth Warrior/Effect. A:300 D:300. FLIP: Destroys 1 Magic Card on the field. If this card's target is face-down, flip it face-up. If the card is a Magic Card, it is destroyed. If not, it is returned to its face-down position. The flipped card is not activated.

Armored Starfish C
Lvl. 4 Water Aqua. A:850 D:1400

Baron of the Fiend Sword Y
Lvl. 4 Dark Fiend. A:1550 D:800

Basic Insect C
Lvl. 2 Earth Insect. A:500 D:700

Battle Ox K
Lvl. 4 Earth Beast-Warrior. A:1700 D:1000

Beaver Warrior C/Y
Lvl. 4 Earth Beast-Warrior. A:1200 D:1500

Blue-Eyes White Dragon UR/K
Lvl. 8 Light Dragon. A:3000 D:2500

Celtic Guardian SR/Y
Lvl. 4 Earth Warrior. A:1400 D:1200

Charubín the Fire Knight R
Lvl. 3 Fire Pyro/Fusion. A:1100 D:800. "Monster Egg" + "Hinotama Soul"

Claw Reacher Y
Lvl. 3 Dark Fiend. A:1000 D:800

Curse of Dragon SR/Y
Lvl. 5 Dark Dragon. A:2000 D:1500

D. Human K
Lvl. 4 Earth Warrior. A:1300 D:1100

Dark Assassin K
Lvl. 4 Dark Zombie. A:1200 D:1200

Dark Gray C
Lvl. 3 Earth Beast. A:800 D:900

Dark King of the Abyss C
Lvl. 3 Dark Fiend. A:1200 D:800

Dark Magician UR/Y
Lvl. 7 Dark Spellcaster. A:2500 D:2100

Dark Titan of Terror K
Lvl. 4 Dark Fiend. A:1300 D:1100

Darkfire Dragon R
Lvl. 4 Dark Dragon/Fusion. A:1500 D:1250. "Firegrass" + "Petit Dragon"

Darkworld Thorns C
Lvl. 3 Earth Plant. A:1200 D:900

Destroyer Colem K
Lvl. 4 Earth Rock. A:1500 D:1000

Dissolverock C
Lvl. 3 Earth Rock. A:900 D:1000

Doma the Angel of Silence Y
Lvl. 5 Dark Fairy. A:1600 D:1400

Dragon Zombie Y
Lvl. 3 Dark Zombie. A:1600 D:0

Dragoness the Wicked Knight R
Lvl. 3 Wind Warrior/Fusion. A:1200 D:900. "Armail" + "One-Eyed Shield Dragon"

Drooling Lizard C
Lvl. 3 Earth Reptile. A:900 D:800

Enchanting Mermaid C
Lvl. 3 Water Fish. A:1200 D:900

Exodia the Forbidden One UR
Lvl. 3 Dark Spellcaster/Effect. A:1000 D:1000. An automatic victory can be declared by the player whose hand contains this card together with the Left Leg/Right Leg/Left Arm/Right Arm of the Forbidden One.

Feral Imp Y
Lvl. 4 Dark Fiend. A:1300 D:1400

Fiend Reflection #2 C
Lvl. 4 Light Winged Beast. A:1100 D:1400

Firegrass C
Lvl. 2 Earth Plant. A:700 D:600

Fireyaru C
Lvl. 4 Fire Pyro. A:1300 D:1000

Flame Ghost R
Lvl. 3 Dark Zombie. A:1000 D:800. "Skull Servant" + "Dissolverock"

Flame Manipulator C
Lvl. 3 Fire Spellcaster. A:900 D:1000

Flame Swordsman SR
Lvl. 5 Fire Warrior/Fusion. A:1800 D:1600. "Flame Manipulator" + "Masaki the Legendary Swordsman"

Flower Wolf R
Lvl. 5 Earth Beast. A:1800 D:1400. "Silver Fang" + "Darkworld Thorns"

Frenzied Panda C
Lvl. 4 Earth Beast. A:1200 D:1000

Fusionist R
Lvl. 3 Earth Beast. A:900 D:700. "Petit Angel" + "Mystical Sheep #2"

Gaia the Dragon Champion SCR
Lvl. 7 Wind Dragon/Fusion. A:2800 D:2100. "Gaia the Fierce Knight" + "Curse of Dragon"

Gaia the Fierce Knight UR/Y
Lvl. 7 Earth Warrior. A:2300 D:2100

Giant Soldier of Stone R/Y
Lvl. 3 Earth Rock. A:1300 D:2000

Great White Y
Lvl. 4 Water Fish. A:1600 D:800

Green Phantom King C
Lvl. 3 Earth Plant. A:500 D:1600

Gyakutenno Megami K
Lvl. 6 Light Fairy. A:1800 D:2000

Hane-Hane R/K
Lvl. 2 Earth Beast/Effect. A:450 D:500. FLIP: Select 1 Monster Card on the field (regardless of position) and return it to its owner's hand.

Hard Armor C
Lvl. 3 Earth Warrior. A:300 D:1200

Hinotama Soul C
Lvl. 2 Fire Pyro. A:600 D:500

Hitotsu-Me Giant C/K
Lvl. 4 Earth Beast-Warrior. A:1200 D:1000

Judge Man K
Lvl. 6 Earth Warrior. A:2200 D:1500

Kagemusha of the Blue Flame C
Lvl. 2 Earth Warrior. A:800 D:400

Karbonala Warrior R
Lvl. 4 Earth Warrior/Fusion. A:1500 D:1200. "M-Warrior #1" + "M-Warrior #2"

King Fog C
Lvl. 3 Dark Fiend. A:1000 D:900

Kojikocy K
Lvl. 4 Earth Warrior. A:1500 D:1200

Koumori Dragon K
Lvl. 4 Dark Dragon. A:1500 D:1200

Kumootoko C
Lvl. 3 Earth Insect. A:700 D:1400

Kurama C
Lvl. 3 Wind Winged Beast. A:800 D:800

La Jinn the Mystical Genie of the Lamp K
Lvl. 4 Dark Fiend. A:1800 D:1000

Larvas C
Lvl. 3 Earth Beast. A:800 D:1000

Left Arm of the Forbidden One UR
Lvl. 1 Dark Spellcaster. A:200 D:300

Left Leg of the Forbidden One UR
Lvl. 1 Dark Spellcaster. A:200 D:300

Lesser Dragon C
Lvl. 4 Wind Dragon. A:1200 D:1000

Lord of D. C/K
Lvl. 4 Dark Spellcaster/Effect. A:1200 D:1100. All Dragon-Type monsters are not affected by Magic Cards, Trap Cards, or other effects while this card is face-up on the field.

Magical Ghost Y
Lvl. 4 Dark Zombie. A:1300 D:1400

Mammoth Graveyard C/Y
Lvl. 3 Earth Dinosaur. A:1200 D:800

Man Eater C
Lvl. 2 Earth Plant. A:800 D:600

Man-Eater Bug SR/Y
Lvl. 2 Earth Insect/Effect. A:450 D:600. FLIP: Destroys 1 monster on the field (regardless of position).

Man-Eating Treasure Chest Y
Lvl. 4 Dark Fiend. A:1600 D:1000

Masaki the Legendary Swordsman C
Lvl. 4 Earth Warrior. A:1100 D:1100

Master & Expert K
Lvl. 4 Earth Beast. A:1200 D:1000

Meda Bat C
Lvl. 2 Dark Fiend. A:800 D:400

Metal Dragon R
Lvl. 6 Wind Machine/Fusion. A:1850 D:1700. "Steel Ogre Grotto #1" + "Lesser Dragon"

Misairuzame C
Lvl. 5 Water Fish. A:1400 D:1600

Monster Egg C
Lvl. 3 Earth Warrior. A:600 D:900

M-Warrior #1 C
Lvl. 3 Earth Warrior. A:1000 D:500

M-Warrior #2 C
Lvl. 3 Earth Warrior. A:500 D:1000

Mysterious Puppeteer K
Lvl. 4 Earth Warrior/Effect. A:1000 D:1500. When the monster is summoned (excluding Special Summon) or flipped face-up by attack or some effect, the Life Points of this card's owner increase by 500 points for each monster while this card is face-up on the field.

Mystic Clown KY
Lvl. 4 Dark Fiend. A:1500 D:1000

Mystic Horseman K
Lvl. 4 Earth Beast. A:1300 D:1550

Mystical Elf SR/Y
Lvl. 4 Light Spellcaster. A:800 D:2000

Mystical Sheep #2 C
Lvl. 3 Earth Beast. A:800 D:1000

Nemuriko C
Lvl. 3 Dark Spellcaster. A:800 D:700

Neo the Magic Swordsman Y
Lvl. 4 Light Spellcaster. A:1700 D:1000

Ogre of the Black Shadow K
Lvl. 4 Earth Beast-Warrior. A:1200 D:1400

One-Eyed Shield Dragon C
Lvl. 3 Wind Dragon. A:700 D:1300

Pale Beast K
Lvl. 4 Earth Beast. A:1500 D:1200

Petit Angel C
Lvl. 3 Light Fairy. A:600 D:900

Petit Dragon C
Lvl. 2 Wind Dragon. A:600 D:700

Ray & Temperature C
Lvl. 3 Light Fairy. A:1000 D:1000

Reaper of the Cards R
Lvl. 5 Dark Fiend/Effect. A:1380 D:1930. FLIP: Destroys 1 Trap Card on the field. If this card's target is face-down, flip it face-up. If the card is a Trap Card, it is destroyed. If not, it is returned to its face-down position. The flipped card is not activated.

Red-Eyes B. Dragon UR
Lvl. 7 Dark Dragon. A:2400 D:2000

Right Arm of the Forbidden One UR
Lvl. 1 Dark Spellcaster. A:200 D:300

Right Leg of the Forbidden One UR
Lvl. 1 Dark Spellcaster. A:200 D:300

Rogue Doll K
Lvl. 4 Light Spellcaster. A:1600 D:1000

Root Water C
Lvl. 3 Water Fish. A:900 D:800

Rude Kaiser K
Lvl. 5 Earth Beast?Warrior. A:1800 D:1600

Ryu-Kishin C/Y
Lvl. 3 Dark Fiend. A:1000 D:500

Ryu-Kishin Powered K
Lvl. 4 Dark Fiend. A:1600 D:1200

Sand Stone C
Lvl. 5 Earth Rock. A:1300 D:1600

Silver Fang C/Y
Lvl. 3 Earth Beast. A:1200 D:800

Skull Red Bird C/K
Lvl. 4 Wind Winged Beast. A:1550 D:1200

Skull Servant C
Lvl. 1 Dark Zombie. A:300 D:200

Sorcerer of the Doomed Y
Lvl. 4 Dark Spellcaster. A:1450 D:1200

Spike Seadra C
Lvl. 5 Water Sea Serpent. A:1600 D:1300

Spirit of the Harp R
Lvl. 4 Light Fairy. A:800 D:2000

Steel Ogre Grotto #1 C
Lvl. 5 Earth Machine. A:1400 D:1800

Succubus Knight C
Lvl. 5 Dark Warrior. A:1650 D:1300

Summoned Skull Y
Lvl. 6 Dark Fiend. A:2500 D:1200

Swordstalker K
Lvl. 6 Dark Warrior. A:2000 D:1600

Terra the Terrible C/K
Lvl. 4 Dark Fiend. A:1200 D:1300

The 13th Grave C
Lvl. 3 Dark Zombie. A:1200 D:900

The Furious Sea King C
Lvl. 3 Water Aqua. A:800 D:700

The Stern Mystic Y
Lvl. 4 Light Spellcaster/Effect. A:1500 D:1200. FLIP: All face-down cards on the field are turned face-up, and then returned to their original positions. No card effects are activated when cards are turned face-up.

The Wicked Worm Beast K
Lvl. 3 Earth Beast/Effect. A:1400 D:700. This card is returned to your hand at the end of your turn.

Trap Master KY
Lvl. 3 Earth Warrior/Effect. A:500 D:1100. FLIP: Destroys 1 Trap Card on the field. If this card's target is face-down, flip it face-up. If the card is a Trap Card, it is destroyed. If not, it is returned to its face-down position. The flipped card is not activated.

Tri-Horned Dragon SCR
Lvl. 8 Dark Dragon. A:2850 D:2350

Trial of Hell C
Lvl. 4 Dark Fiend. A:1300 D:900

Tripwire Beast C
Lvl. 4 Earth Thunder. A:1200 D:1300

Turtle Tiger C
Lvl. 4 Water Aqua. A:1000 D:1500

Two-Mouth Darkruler C
Lvl. 3 Earth Dragon. A:900 D:700

Tyhone C
Lvl. 4 Wind Winged Beast. A:1200 D:1400

Unknown Warrior of Fiend K
Lvl. 3 Dark Warrior. A:1000 D:500

Uraby C/K
Lvl. 4 Earth Dinosaur. A:1500 D:800

Wall of Illusion Y
Lvl. 4 Dark Fiend. A:1000 D:1850. The monster attacking this creature is returned to its owner's hand. Any damage resulting from the attack is calculated normally.

Winged Dragon, Guardian of the Fortress #1 Y
Lvl. 4 Wind Dragon. A:1400 D:1200

Witty Phantom C/Y
Lvl. 4 Dark Fiend. A:1400 D:1300

Magic

Ancient Telescope K
Magic. See the top 5 cards of your opponent's Deck. Return the cards to the Deck in the same order.

Beast Fangs C
Magic (Equip). A Beast-Type monster equipped with this card increases its ATK and DEF by 300 points.

Book of Secret Arts C/Y
Magic (Equip). A Spellcaster-Type monster equipped with this card increases its ATK and DEF by 300 points.

Card Destruction C/Y
Magic. Both players must discard their entire hands and draw the same number of cards that they discarded from their respective Decks.

Change of Heart Y
Magic. Select and control 1 opposing monster (regardless of position) on the field until the end of your turn.

Dark Energy C/K
Magic (Equip). A Fiend-Type monster equipped with this card increases its ATK and DEF by 300 points.

Dark Hole SR/KY
Magic. Destroys all monsters on the field.

De-Spell KY
Magic. Destroys 1 Magic Card on the field. If this card's target is face-down, flip it face-up. If the card is a Magic Card, it is destroyed. If not, it is returned to its face-down position. The flipped card is not activated.

Dian Keto the Cure Master Y
Magic. Increases your Life Points by 1000 points.

Dragon Treasure C
Magic (Equip). A Dragon-Type monster equipped with this card increases its ATK and DEF by 300 points.

Electro-Whip C
Magic (Equip). A Thunder-Type monster equipped with this card increases its ATK and DEF by 300 points.

Final Flame R
Magic. Inflicts 600 points of Direct Damage to your opponent's Life Points.

Fissure R/KY
Magic. Destroys 1 face-up monster with the lowest ATK.

Follow Wind C
Magic (Equip). A Winged Beast-Type monster equipped with this card increases its ATK and DEF by 300 points.

Forest C
Magic (Field). Increases the ATK and DEF of all Insect, Beast, Plant, and Beast-Warrior-Type monsters by 200 points.

Goblin's Secret Remedy R
Magic. Increases a selected player's Life Points by 600 points.

Gravedigger Ghoul R
Magic. Select 2 MONSTER CARDS from your opponent's Graveyard. These MONSTER CARDS are eliminated from play for the remainder of the Duel.

Hinotama C
Magic. Inflicts 500 points of Direct Damage to your opponent's Life Points.

Invasion K
Magic (Equip). An EARTH monster equipped with this card increases its ATK by 400 points and decreases its DEF by 200 points.

Laser Cannon Armor C
Magic (Equip). A Fiend-Type monster equipped with this card increases its ATK and DEF by 300 points.

Last Will Y
Magic. If a monster of yours is sent from the field to the Graveyard during the turn that you've played this card, you can select a monster with an ATK of 1500 points or less from your Deck and play it as a Special Summon. Shuffle the Deck after playing the card. This card is active for 1 turn only.

Legendary Sword C
Magic (Equip). A Warrior-Type monster equipped with this card increases its ATK and DEF by 300 points.

Machine Conversion Factory C
Magic (Equip). A Machine-Type monster equipped with this card increases its ATK and DEF by 300 points.

Monster Reborn UR/KY
Magic. Select 1 Monster Card from either your opponents' or your own Graveyard and place it on the field under your control in Attack or Defense Position (face-up). This is considered a Special Summon.

Mountain C
Magic (Field). Increases the ATK and DEF of all Dragon, Winged Beast, and Thunder-Type monsters by 200 points.

Mystical Moon C
Magic (Equip). A Beast-Warrior-Type monster equipped with this card increases its ATK and DEF by 300 points.

Ookazi K
Magic. Inflict 800 points of Direct Damage to your opponent's Life Points.

Polymerization SR
Magic. Fuses 2 or more monsters to form a new Fusion Monster.

Pot of Greed R
Magic. Draw 2 cards from your Deck.

Power of Kaishin C
Magic (Equip). An Aqua-Type monster equipped with this card increases its ATK and DEF by 300 points.

Raigeki SR
Magic. Destroys all of your opponent's monsters on the field.

Raise Body Heat C
Magic (Equip). A Dinosaur-Type monster equipped with this card increases its ATK and DEF by 300 points.

Red Medicine C
Magic. Increases your Life Points by 500 points.

Remove Trap C/KY
Magic. Destroys 1 face-up TRAP CARD on the field.

Silver Bow and Arrow C
Magic (Equip). A Fairy-Type monster equipped with this card increases its ATK and DEF by 300 points.

Sogen C/K
Magic (Field). Increases the ATK and DEF of all Beast-Warrior and Warrior-Type monsters by 200 points.

Soul Exchange SR/Y
Magic. Select an opponent's monster and use it as a Tribute in place of one of your own. You must skip your Battle Phase for the turn in which this card is activated.

Sparks C
Magic. Inflicts 200 points of Direct Damage to your opponent's Life Points.

Stop Defense R
Magic. Select 1 of your opponent's monsters and switch it to Attack Position. If the card is face-down, flip it face-up. If the card has a flip effect, it is activated immediately.

Sword of Dark Destruction Y
Magic (Equip). A DARK monster equipped with this card increases its ATK by 400 points and decreases its DEF by 200 points.

Swords of Revealing Light SR
Magic. Counting from your opponents turn, none of your opponent's monsters can attack for 3 turns. When this card is activated, opponent's face-down monsters are turned face-up, but remain in Defense Position. Any effects the monsters may have are immediately activated.

The Flute of Summoning Dragon SR/K
Magic. Playing this card when you have a Lord of D. card face-up on the field allows you to play up to two Dragon-Type cards from your hand as a Special Summon.

The Inexperienced Spy K
Magic. Select and see 1 card in

Reinforcements **KY**
Trap. Increase a selected monster's ATK by 500 points during the turn this card is activated.

Reverse Trap **KY**
Trap. All increases and decreases to ATK and DEF are reversed for the turn in which this card is activated.

Trap Hole **SR/KY**
Trap. If the ATK of a monster summoned by your opponent (excluding Special Summon) is 1000 points or more, the monster is destroyed.

Two-Pronged Attack **R/KY**
Trap. Select and destroy 2 of your monsters and 1 of your opponent's monsters.

Ultimate Offering **KY**
Trap (Continuous). At the cost of 500 Life Points per monster, a player is allowed an extra Normal Summon, Tribute Summon, or Set.

Waboku **Y**
Trap. Any damage inflicted by an opponent's monster is decreased to 0 during the turn this card is activated.

Metal Raiders 145 Cards

Monsters

7 Colored Fish **C**
Lvl. 4 Water Fish. A:1800 D:800

Ancient Brain **C**
Lvl. 3 Dark Fiend. A:1000 D:700

Ancient Elf **C**
Lvl. 4 Light Spellcaster. A:1450 D:1200

Ancient Lizard Warrior **C**
Lvl. 4 Earth Reptile. A:1400 D:1100

Armored Lizard **C**
Lvl. 4 Earth Reptile. A:1500 D:1200

Armored Zombie **C**
Lvl. 3 Dark Zombie. A:1500 D:0

B. Skull Dragon **UR**
Lvl. 9 Dark Dragon/Fusion. A:3200 D:2500. "Summoned Skull"+ "Red-Eyes B. Dragon"

Baby Dragon **C**
Lvl. 3 Wind Dragon. A:1200 D:700

Barrel Dragon **UR**
Lvl. 7 Dark Machine/Effect. A:2600 D:2200. Toss a coin 3 times. If 2 out of 3 results are Heads, destroy 1 monster on your opponent's side of the field. This card can only be used during your own turn, once per turn.

Battle Steer **C**
Lvl. 5 Earth Beast-Warrior. A:1800 D:1300

Bickuribox **C**
Lvl. 7 Dark Fiend/Fusion. A:2300 D:2000. "Crass Clown"+ "Dream Clown"

Big Eye **C**
Lvl. 4 Dark Fiend/Effect. A:1200 D:1000. FLIP: See the 5 cards from the top of your Deck, arrange them in any order desired, and replace them on top of the Deck.

Blackland Fire Dragon **C**
Lvl. 4 Dark Dragon. A:1500 D:800

Bladefly **R**
Lvl. 2 Wind Insect/Effect. A:600 D:700. As long as this card remains face-up on the field, increase the ATK of all WIND monsters by 500 points and decrease the ATK of all EARTH monsters by 400 points.

Blast Juggler **C**
Lvl. 3 Fire Machine/Effect. A:800 D:900. Offer this card as a Tribute during your Standby Phase if face-up to destroy 2 face-up monsters with an ATK of 1000 or less.

Blue-Winged Crown **C**
Lvl. 4 Wind Winged Beast. A:1600 D:1200

Bottom Dweller **C**
Lvl. 5 Water Fish. A:1650 D:1700

Cannon Soldier **R**
Lvl. 4 Dark Machine/Effect. A:1400 D:1300. Offer 1 monster on your side of the field as a Tribute to inflict 500 points of Direct Damage to your opponent's Life Points. Monsters used for a Tribute Summon or that are offered as Tributes due to other cards' effects are excluded.

Castle of Dark Illusions **C**
Lvl. 4 Dark Fiend/Effect. A:320 D:1930. FLIP: Increase the ATK and DEF of all Zombie-Type monsters by 200 points. As long as this card remains face-up on the field, the ATK and DEF of Zombie-Type monsters continues to increase by 200 points during each of your Standby Phases. This effect continues until your 4th turn after the card is activated.

Catapult Turtle **SR**
Lvl. 5 Water Aqua/Effect. A:1000 D:2000. Offer 1 monster on your side of

the field as a Tribute to inflict Direct Damage equal to half of the Tribute monster's ATK to your opponent's Life Points. Monsters used for a Tribute Summon or that are offered as Tributes due to other cards' effects are excluded.

Cocoon of Evolution **C**
Lvl. 3 Earth Insect/Effect. A:0 D:2000. You may treat this card as an Equip Magic Card on a face-up "Petit Moth" on the field. When equipped, the ATK and DEF of "Petit Moth" becomes the same as "Cocoon of Evolution".

Crass Clown **C**
Lvl. 4 Dark Fiend/Effect. A:1350 D:1400. When this card is changed from Defense Position to Attack Position, return 1 monster on your opponent's side of the field to the owner's hand.

Crawling Dragon **C**
Lvl. 5 Earth Dragon. A:1600 D:1400

Cyber Saurus **C**
Lvl. 5 Earth Machine/Fusion. A:1800 D:1400. "Blast Juggler"+ "Two-Headed King Rex"

Dark Elf **R**
Lvl. 4 Dark Spellcaster/Effect. A:2000 D:800. This card requires a cost of 1000 of your own Life Points to attack.

Deepsea Shark **C**
Lvl. 5 Water Fish/Fusion. A:1900 D:1600. "Bottom Dweller"+ "Tongyo"

Destroyer Golem **C**
Lvl. 4 Earth Rock. A:1500 D:1000

Disk Magician **C**
Lvl. 4 Dark Machine. A:1350 D:1000

Doma The Angel of Silence **C**
Lvl. 5 Dark Fairy. A:1600 D:1400

Dragon Piper **C**
Lvl. 3 Fire Pyro/Effect. A:200 D:1800. FLIP: Destroys "Dragon Capture Jar", and turns all face-up Dragon-Type monsters to Attack Position.

Dream Clown **C**
Lvl. 3 Earth Warrior/Effect. A:1200 D:900. When this card is changed from Attack Position to Defense Position, select and destroy 1 monster on your opponent's side of the field.

Electric Lizard **C**
Lvl. 3 Earth Thunder/Effect. A:850 D:800. A non Zombie-Type monster attacking "Electric Lizard" cannot attack on its following turn.

Empress Judge **C**
Lvl. 6 Earth Warrior/Fusion. A:2100 D:1700. "Queen's Double"+ "Hibikime"

Feral Imp **C**
Lvl. 4 Dark Fiend. A:1300 D:1400

Flame Cerberus **C**
Lvl. 6 Fire Pyro. A:2100 D:1800

Garnecia Elefantis **SR**
Lvl. 7 Earth Beast-Warrior. A:2400 D:2000

Gate Guardian **SCR**
Lvl. 11 Dark Warrior/Effect. A:3750 D:3400. This card can only be Special Summoned by offering "Sanga of the Thunder", "Kazejin" and "Suijin" on your side of the field as a Tribute.

Gazelle the King of Mythical Beasts **C**
Lvl. 4 Earth Beast. A:1500 D:1200

Giga-Tech Wolf **C**
Lvl. 4 Fire Machine. A:1200 D:1400

Giltia the D. Knight **C**
Lvl. 5 Light Warrior/Fusion. A:1850 D:1500. "Guardian of the Labyrinth"+ "Protector of the Throne"

Great Moth **R**
Lvl. 8 Earth Insect/Effect. A:2600 D:2500. This monster can only be Special Summoned by offering "Petit Moth" as a Tribute on the 4th of your turns after "Petit Moth" has been equipped with "Cocoon of Evolution".

Ground Attacker Bugroth **C**
Lvl. 4 Earth Machine. A:1500 D:1000

Guardian of the Labyrinth **C**
Lvl. 4 Earth Warrior. A:1000 D:1200

Harpie Lady **C**
Lvl. 4 Wind Winged Beast. A:1300 D:1400

Harpie Lady Sisters **SR**
Lvl. 6 Wind Winged Beast/Effect. A:1950 D:2100. This monster can only be Special Summoned with the Magic Card "Elegant Egotist".

Hibikime **C**
Lvl. 4 Earth Warrior. A:1450 D:1000

Hoshiningen **R**
Lvl. 2 Light Fairy/Effect. A:500 D:700. As long as this card remains face-up on the field, increase the ATK of all LIGHT monsters by 500 points and decrease the ATK of all DARK monsters by 400 points.

Hunter Spider **C**
Lvl. 5 Earth Insect. A:1600 D:1400

Hyosube **C**
Lvl. 4 Water Aqua. A:1500 D:900

Illusionist Faceless Mage **C**
Lvl. 5 Dark Spellcaster. A:1200 D:2200

Insect Soldiers of the Sky **C**
Lvl. 3 Wind Insect/Effect. A:1000 D:800. The ATK of this card increases by 1000 points whenever it attacks a WIND monster.

Jellyfish **C**
Lvl. 4 Water Aqua. A:1200 D:1500

Jinzo #7 **C**
Lvl. 2 Dark Machine/Effect. A:500 D:400. This monster may attack your opponent's Life Points directly.

Jirai Gumo **C**
Lvl. 4 Earth Insect/Effect. A:2200 D:100. When you call with this card, toss a coin and wait it. If you call it right, attack normally. If you call it wrong, reduce your Life Points by half before attacking.

Kaminari Attack **C**
Lvl. 5 Wind Thunder/Fusion. A:1900 D:1400. "Ocubean"+ "Mega Thunderball"

Kazejin **SR**
Lvl. 7 Wind Spellcaster/Effect. A:2400 D:2200. Reduce the ATK of an opponent's monster attacking this card to 0. This effect can be used only once. The card's owner chooses when to activate this effect.

Killer Needle **C**
Lvl. 4 Wind Insect. A:1200 D:1000

King of Yamimakai **C**
Lvl. 5 Dark Fiend. A:2000 D:1530

Kojikocy **C**
Lvl. 4 Earth Warrior. A:1500 D:1200

Kuriboh **SR**
Lvl. 1 Dark Fiend/Effect. A:300 D:200. Discard this card from your hand to the Graveyard to make the damage inflicted to your Life Points by 1 opponent's monster 0. This effect must be activated during your opponent's Battle Phase.

Labyrinth Tank **C**
Lvl. 7 Dark Machine/Fusion. A:2400 D:2400. "Giga-Tech Wolf"+ "Cannon Soldier"

Lady of Faith **C**
Lvl. 3 Light Spellcaster. A:1100 D:800

Larvae Moth **C**
Lvl. 2 Earth Insect/Effect. A:500 D:400. This monster can only be Special Summoned by offering "Petit Moth" as a Tribute on the 2nd of your turns after "Petit Moth" has been equipped with "Cocoon of Evolution".

Launcher Spider **C**
Lvl. 7 Fire Machine. A:2200 D:2500

Lava Battleguard **C**
Lvl. 5 Earth Warrior/Effect. A:1550 D:1800. Increase the ATK of this card by 500 points for each face-up "Swamp Battleguard" on your side of the field.

Leghul **C**
Lvl. 1 Earth Insect/Effect. A:300 D:350. This monster may attack your opponent's Life Points directly.

Leogun **C**
Lvl. 5 Earth Beast. A:1750 D:1550

Little Chimera **R**
Lvl. 2 Fire Beast/Effect. A:600 D:550. As long as this card remains face-up on the field, increase the ATK of all FIRE monsters by 500 points and decrease the ATK of all WATER monsters by 400 points.

Magician of Faith **R**
Lvl. 1 Light Spellcaster/Effect. A:300 D:400. FLIP: Select 1 Magic Card from your Graveyard and return it to your hand.

Mask of Darkness **R**
Lvl. 2 Dark Fiend/Effect. A:900 D:400. FLIP: Select 1 Trap Card from your Graveyard and return it to your hand.

Masked Sorcerer **R**
Lvl. 4 Dark Spellcaster/Effect. A:900 D:1400. When you inflict damage to your opponent's Life Points with this card, draw 1 card from your Deck.

Mega Thunderball **C**
Lvl. 2 Wind Thunder. A:750 D:600

Milui Radiant **R**
Lvl. 1 Earth Beast/Effect. A:300 D:250. As long as this card remains face-up on the field, increase the ATK of all EARTH monsters by 500 points and decrease the ATK of all WIND monsters by 400 points.

Morinphen **C**
Lvl. 4 Dark Fiend. A:1550 D:1300

Muka Muka **R**
Lvl. 2 Earth Rock/Effect. A:600 D:300. Increase the ATK and DEF of this card by 300 points for every card in your hand.

Mushroom Man #2 **C**
Lvl. 3 Earth Warrior/Effect. A:1250

D:800. A player controlling this monster loses 300 Life Points during each of his/her Standby Phases when this card is on the field. Control of this card is shifted to your opponent by paying 500 Life Points at your own End Phase.

Musician King **C**
Lvl. 5 Light Spellcaster/Fusion. A:1750 D:1500. "Witch of the Black Forest"+ "Lady of Faith"

Mystic Horseman **C**
Lvl. 4 Earth Beast. A:1300 D:1550

Mystic Lamp **C**
Lvl. 1 Dark Spellcaster/Effect. A:400 D:300. This monster may attack your opponent's Life Points directly.

Niwatori **C**
Lvl. 3 Earth Winged Beast. A:900 D:800

Ocubean **C**
Lvl. 5 Light Fairy. A:1550 D:1650

Ooguchi **C**
Lvl. 1 Water Aqua/Effect. A:300 D:250. This monster may attack your opponent's Life Points directly.

Pale Beast **C**
Lvl. 4 Earth Beast. A:1500 D:1200

Petit Moth **C**
Lvl. 1 Earth Insect. A:300 D:200

Prevent Rat **C**
Lvl. 4 Earth Beast. A:500 D:2000

Princess of Tsurugi **R**
Lvl. 3 Wind Warrior/Effect. A:900 D:700. FLIP: Inflicts 500 points of Direct Damage to your opponent's Life Points for each Magic and Trap Card your opponent has on the field.

Protector of the Throne **C**
Lvl. 4 Earth Warrior. A:800 D:1500

Pumping the King of Ghosts C
Lvl. 6 Dark Zombie/Effect. A:1800 D:2000. If "Castle of Dark Illusions" is face-up on the field, increase the ATK and DEF of this card by 100 points. As long as this "Castle of Dark Illusions" remains face-up on the field, the ATK and DEF of this card continues to increase by 100 points during each of your Standby Phases. This effect continues until your 4th turn after the card is activated.

Punished Eagle **C**
Lvl. 6 Wind Winged Beast/Fusion. A:2100 D:1800. "Blue-Winged Crown"+ "Niwatori"

Queen's Double **C**
Lvl. 1 Earth Warrior/Effect. A:350 D:300. This monster may attack your opponent's Life Points directly.

Rabid Horseman **C**
Lvl. 6 Earth Beast-Warrior/Fusion. A:2000 D:1700. "Battle Ox"+ "Mystic Horseman"

Rainbow Flower **C**
Lvl. 2 Earth Plant/Effect. A:400 D:500. This monster may attack your opponent's Life Points directly.

Roaring Ocean Snake **C**
Lvl. 6 Water Aqua/Fusion. A:2100 D:1800. "Mystic Lamp"+ "Hyosube"

Rock Ogre Crotto #1 **C**
Lvl. 3 Earth Rock. A:800 D:1200

Ryu-Kishin Powered **C**
Lvl. 4 Dark Fiend. A:1600 D:1200

Saggi the Dark Clown **C**
Lvl. 3 Dark Spellcaster. A:600 D:1500

Sanga of the Thunder **SR**
Lvl. 7 Light Thunder/Effect. A:2600 D:2200. Reduce the ATK of an opponent's monster attacking this card to 0. This effect can be used only once. The card's owner chooses when to activate this effect.

Sangan **R**
Lvl. 3 Dark Fiend/Effect. A:1000 D:600. When this card is sent from the field to the Graveyard, move 1 monster with an ATK of 1500 or less from your Deck to your hand. Your Deck is then shuffled.

Shadow Ghoul **R**
Lvl. 5 Dark Zombie/Effect. A:1600 D:1300. Increase the ATK of this monster by 100 points for each monster in your own Graveyard.

Skull Knight **C**
Lvl. 7 Dark Spellcaster/Fusion. A:2650 D:2250. "Tainted Wisdom"+ "Ancient Brain"

Star Boy **R**
Lvl. 2 Water Aqua/Effect. A:550 D:500. As long as this card remains face-up on the field, increase the ATK of all WATER monsters by 500 points and decrease the ATK of all FIRE monsters by 400 points.

Steel Scorpion **C**
Lvl. 1 Earth Machine/Effect. A:250 D:300. A non Machine-Type Monster attacking "Steel Scorpion" will be destroyed at the End Phase of your opponent's 3rd turn after the attack.

Suijin **SR**
Lvl. 7 Water Aqua/Effect. A:2500 D:2400. Reduce the ATK of an opponent's monster attacking this card to 0. This effect can be used only once. The card's owner chooses when to activate this effect.

Summoned Skull **UR**
Lvl. 6 Dark Fiend. A:2500 D:1200

Swamp Battleguard **C**
Lvl. 5 Earth Warrior/Effect. A:1800 D:1500. Increase the ATK of this monster by 500 points for every face-up "Lava Battleguard" on your side of the field.

Tainted Wisdom **C**
Lvl. 3 Dark Fiend/Effect. A:1250 D:800. When this card is changed from Attack Position to Defense Position, shuffle your own Deck.

The Bistro Butcher **C**
Lvl. 4 Dark Fiend/Effect. A:1800 D:1000. When this card inflicts damage to your opponent, your opponent must draw 2 cards from his/her Deck.

The Immortal of Thunder **C**
Lvl. 4 Light Thunder/Effect. A:1500 D:1300. FLIP: You gain 3000 Life Points. After this card is flipped, you lose 5000 Life Points when it is sent from the field to the Graveyard.

The Little Swordsman of Aile C
Lvl. 3 Water Warrior/Effect. A:800 D:1300. Offer 1 monster on your side of the field as a Tribute to increase this monster's ATK by 700 points until the end of the turn.

The Unhappy Maiden **C**
Lvl. 1 Light Spellcaster/Effect. A:0 D:100. When this card is sent to the Graveyard as a result of battle, the Battle Phase for that turn ends immediately.

Thousand Dragon **SCR**
Lvl. 7 Wind Dragon/Fusion. A:2400 D:2000. "Time Wizard"+ "Baby Dragon"

Thunder Dragon **C**
Lvl. 5 Light Thunder/Effect. A:1600 D:1500. Discard this card from your hand to the Graveyard to add up to 2 "Thunder Dragon" cards from your Deck to your hand. Your Deck is then shuffled. This effect is activated only during a Main Phase.

Time Wizard **UR**
Lvl. 2 Light Spellcaster/Effect. A:500 D:400. Toss a coin and call Heads or Tails. If you call it right, your opponent's monsters on the field are destroyed. If you call it wrong, your own monsters on the field are destroyed and you lose Life Points equal to half the total ATK of the destroyed monsters. This card can be used only during your own turn, once per turn.

Tongyo **C**
Lvl. 4 Water Fish. A:1350 D:800

Trent **C**
Lvl. 5 Earth Plant. A:1500 D:1800

Twin-Headed Thunder Dragon **SR**
Lvl. 7 Light Thunder/Fusion. A:2800 D:2100. "Thunder Dragon"+ "Thunder Dragon"

Water Omotics **C**
Lvl. 4 Water Aqua. A:1400 D:1200

White Magical Hat **R**
Lvl. 3 Light Spellcaster/Effect. A:1000 D:700. When this card inflicts damage to your opponent's Life Points, 1 card must be discarded randomly from your opponent's hand to the Graveyard.

Winged Dragon, Guardian of the Fortress #1 **C**
Lvl. 4 Wind Dragon. A:1400 D:1200

Witch of the Black Forest **R**
Lvl. 4 Dark Spellcaster/Effect. A:1100 D:1200. When this card is sent from the field to the Graveyard, move 1 monster with a DEF of 1500 or less from your Deck to your hand. Your Deck is then shuffled.

Witch's Apprentice **R**
Lvl. 2 Dark Spellcaster/Effect. A:550 D:500. As long as this card remains face-up on the field, increase the ATK of all DARK monsters by 500 points and decrease the ATK of all LIGHT monsters by 400 points.

Yado Karu **C**
Lvl. 4 Water Aqua/Effect. A:900 D:1700. When this card is changed from Defense Position to Attack Position, you can place any number of cards from your hand at the bottom of your Deck in any order you desire.

Change of Heart **UR**
Magic. Select and control 1 opposing monster (regardless of position) on the field until the end of your turn.

Elegant Egotist **R**
Magic. When you have 1 or more "Harpie Lady" cards on the field, you can Special Summon 1 "Harpie Lady" or "Harpie Lady Sisters" card from your hand or your Deck.

Germ Infection **C**
Magic (Equip). The ATK of a non Machine-Type monster equipped with this card is decreased by 300 points at each of its Standby Phases.

Heavy Storm **SR**
Magic. Destroys all Magic and Trap Cards on the field.

Paralyzing Potion **C**
Magic (Equip). A non Machine-Type monster equipped with this card cannot attack.

Ring of Magnetism **C**
Magic (Equip). A monster equipped with this card decreases its ATK and DEF by 500 points. All your opponent's monsters must attack the monster equipped with this card.

Share the Pain **C**
Magic. Offer 1 monster on your side of the field as a Tribute. Your opponent must select 1 monster on his/her side of the field and offer it as a Tribute.

Shield & Sword **R**
Magic. For 1 turn, each face-up monster's original ATK becomes their original DEF and vice-versa. Monsters summoned after this card's activation are excluded.

Soul Release **C**
Magic. Select up to 5 cards from either you or your opponent's Graveyard and remove them from the current Duel.

Stim-Pack **C**
Magic (Equip). A monster equipped with this card increases its ATK by 700 points. Its ATK is then decreased by 200 points at each of its Standby Phases.

Sword of Deep-Seated **C**
Magic (Equip). A Monster Card equipped with this card increases its ATK and DEF by 500 points. When this card is sent to the Graveyard, place it on top of your Deck.

The Cheerful Coffin **C**
Magic. You can discard up to 3 Monster Cards from your hand to the Graveyard.

Tremendous Fire **C**
Magic. Inflicts 1000 points of Direct Damage to your opponent's Life Points and 500 points of Direct Damage to your Life Points.

Tribute to the Doomed **SR**
Magic. Discard 1 card from your hand to the Graveyard to destroy 1 Monster Card on the field (regardless of its position).

Traps

Fake Trap **R**
Trap. When your opponent uses a Magic, Trap, or Effect Monster Card to destroy your Trap Card(s), this card can be destroyed as a substitute for your Trap Card(s).

Horn of Heaven **UR**
Trap (Counter). Offer 1 of your own monsters on the field as a Tribute to negate the summon (including Special Summon) of a monster and destroy it.

Magic Jammer **UR**
Trap (Counter). Discard 1 card from your hand to the Graveyard to negate the activation of a Magic Card and destroy it.

Mirror Force **UR**
Trap. When an opponent's monster attacks, negate the attack and destroy all opponent's monsters in Attack Position.

Robin's Goblin **R**
Trap (Continuous). Each time 1 of your monsters inflicts damage to your opponent's Life Points, 1 card is randomly selected from your opponent's hand and discarded to the Graveyard.

Seven Tools of the Bandit **UR**
Trap (Counter). Pay 1000 of your Life Points to negate the activation of a Trap Card and destroy it.

Solemn Judgment **UR**
Trap (Counter). Pay half of your Life Points when your opponent either activates a Magic or Trap Card or summons a monster (including Special Summon) to negate the action and destroy the cards involved.

Magic

Block Attack **C**
Magic. Select 1 of your opponent's monsters and shift it to Defense Position.

MLB '02 steps up to the plate

It didn't hit stores until the major league baseball season was a month old, but the 2002 edition of *MLB Showdown* made definite improvements on an already a nice design:

Higher on-base numbers and lower control ratings. Pitchers' control ranges from one to five (no sixes this year), while hitters range from eight to 12. And it's easy to build a lineup of all 11s and 12s. This doesn't mean an explosion of offense — the aim was to put more "swing" rolls (the second roll in the at-bat sequence) on the hitters' cards. But the balance remains; those OB 12 hitters tend to have two or three more outs on than they used to. And those Control 1 pitchers have outs up to 18 or 19. Of course, some players break the mold. **Barry Bonds** has an OB of 14! Plus a ton of walks, and he homers at 17 or better. He's also the most expensive card in three years of *MLB Showdown*, at 860 points.

Improved speed ratings. Base runners are still rated A, B, or C, so the cards are compatible with older strategy cards. But each player also gets a number used to calculate the chances of an extra or stolen base. **J.D. Drew** is fast at A (20); **Jimmy Rollins** is faster with 23. It adds realism without adding complexity — great!

First Cut
Strategies for new releases
by **Scott D. Haring**



Strategy card restrictions. A new rule prohibits playing two or more of the same strategy card during a single at-bat. Good news for players tired of rules lawyers dropping four **Rally Caps**, three **Last Chances** and a couple of **Play the Percentages**. There are enough different bonus cards that you can still generate an impressive total, though — that's important, because:

Anybody can homer any time. All hitters' and pitchers' result charts now have a homer result line — even if it's 27+. A big enough strategy-card bonus allows even the lightest-hitting player a chance against the most intimidating pitcher. It's such a long shot in some cases that it's virtually impossible — but not totally impossible.

There are some things to take *Wizards of the Coast* to task on. First is the lateness of the set. April 29 — a full month into the season — is way too late to release the cards. The game

needs to hit stores about midway through spring training, in mid-March.

The new basic set is 356 cards, instead of the 462 from the first two years. They'll make up for that with two supplements: *Trading Deadline* at the All-Star break and *Pennant Run* toward the end of the year, but it will lead to less variety in deck-building.

There are 50 strategy cards in the 2002 base set — but 47 of them are repeats from previous years. That's too many. *Trading Deadline* won't have any strategy cards, though I hear *Pennant Run* will. Hopefully, the designers will have come up with some ideas by then.

Wizards of the Coast is supporting *MLB Showdown* with league play again this year, but instead of printing 33 different Spring Training promo cards and releasing them in pairs to small regions, they're only doing four cards, releasing singles to different quarters of the country. Here in Texas, we were looking forward to an Astro and a Ranger again, but we got the Oakland A's **Eric Chavez**. Once the league starts, instead of six mini-seasons, each with four promo cards, it's been cut back to three seasons with five promos each.

But none of that diminishes how much fun this game is to collect and play. I've already got my first deck ready to go (groundball pitchers, great infield defense, and **Ivan Rodriguez**, **Jeff Bagwell**, and **Barry Bonds** in the middle of the lineup). Until then — Play ball!

Teams triumph with Triangle offense

SCRYE LAB
NEW DECK CONCOCTIONS!
by **Steve Fritz**

Coach Phil Jackson won an astounding eight NBA Championships in the space of a dozen years. Jackson's main innovation is called the Triangle offense. It revolves around having a huge rebounder in the paint and two major-league scorers on the outside. Then he'd add "floaters," specialists who fit whatever situation Jackson was up against.

Of course, having such talent as Michael Jordan on your team doesn't hurt. When Jackson coached the Chicago Bulls, he put a very strong team around Jordan. On the rebound front, he played either Bill Cartwright or Horace Grant for his first three championships. Later he put in Dennis Rodman and a number of different centers. Then he gave Jordan extra scoring strength with **Scottie Pippen**, **Steve Kerr**, and **Craig Ehlo**.

Now Jackson's doing it again with the L.A. Lakers — and you can do the same thing with *NBA Showdown!* Jackson's big man is the mighty **Shaquille O'Neal**, one of the best centers in the business. On the outside, he employs small forward **Kobe Bryant**, who can easily get you 24 points a game. For my third scorer, I'd go to Jackson's old team, the New York Knicks, and recruit **Latrell Sprewell**. Sprewell may not be as high a straight scorer as Bryant, but he can also hit a 3-point shot. On point guard, I'd pick perennial all-star **Gary Payton**. He's fast, can score, and has an even better outside shot. He also backs you up if Sprewell or Bryant go cold.

strong suit, so you have to compensate for this. A team with high power can give you real grief. So the first card I'd put in my deck is **Good Position**, which gives a player +4 Power. Throw in **Guard The Paint** and **Play 'Em Tight** — while they give your opponent two foul shots each,

they give your players +4 Speed and Power.

As I write this, the Lakers are in the play-offs and just might pull off a third championship. That would give Jackson nine rings in 13 years. Now go see if the Triangle works for you!

Finishing off this high-octane package would be the Nets' **Keith Van Horn**. Van Horn balances this team with more power and another good outside shot. My bench would be rounded out with PG/SG **Lindsay Hunter**, PG **Baron Davis**, and center **Vlade Divac**. Believe it or not, this team comes in at 4,950 points, right under the cap. You can even squeeze in an extra power forward on your bench, if you'd like.

As for strategy cards, obviously throw in some **3-Pointers**. Shaq deserves a copy of **Aggressive Play**, **Rimshaker**, and **Brute Force** or three. You can bet opponents will doubleteam Shaq (or any of these players), so keep **Find The Open Man** around. Since you have some strong outside shooters, keep **From Way Downtown** and **Outside Pick** in your deck, as well as **Jumper**.

Defense isn't the Lakers'

STARTING PLAYERS

SG/SF	Kobe Bryant (02)	(1160 pts)
C	Shaquille O'Neal (02)	(1230 pts)
PG	Gary Payton (02)	(950 pts)
SG/SF	Latrell Sprewell (02)	(570 pts)
PF	Keith Van Horn (02)	(740 pts)

BENCH PLAYERS (1/5 pt. value)

PG/SG	Baron Davis (02)	(160 pts)
PG/SG	Lindsay Hunter (02)	(66 pts)
SF	Scottie Pippen (02)	(90 pts)
PF/C	Elden Campbell (02)	(106 pts)

STRATEGY CARDS

- 3x 3-Pointer (02)
- 3x Aggressive Play (02)
- 3x Brute Force (02)
- 3x Find The Open Man (02)
- 3x From Way Downtown (02)
- 3x Guard The Paint (02)
- 3x Good Position (02)
- 3x Outside Pick (02)
- 3x Play 'Em Tight (02)
- 3x Rimshaker (02)

PG - Point Guard
SG - Shooting Guard
SF - Small Forward
PF - Power Forward
C - Center



Take a chance!

WIN WITH HIGH-RISK MOVES

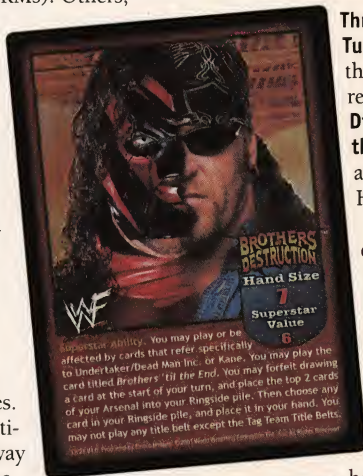


High fliers. Risk takers. Crowd pleasers. Today's WWF is replete with daredevils and superb athletes and WWF *Raw Deal* offers a large number of high-flying superstars to choose from. Many specialize in performing high-risk maneuvers (HRMs). Others, while not high-risk specialists, have powerful wrestler-specific HRMs. Almost every superstar in the game can use HRMs to good effect.

Players who favor aggressive play will find HRMs rewarding. They can cause a lot of damage early in the game. HRMs have a couple of advantages stemming from their characteristically high damage values. They provide lots of fortitude, which paves the way for high-fortitude staples like **No Chance**. And since they typically have damage greater than seven, they can't be reversed by **Elbow to the Face** — one of the most prevalent and effective reversals in the game.

A couple things must be considered when incorporating HRMs into your deck. First, they require a set-up maneuver to play. It's not enough to simply get fortitude on the table. The damage from the precedent maneuver must go the distance, allowing you to follow up with the HRM. To be effective, your strategy should include the ability to play maneuvers that can't be reversed (via **Turn the Tide**, Reversal Fortitude penalties from cards like

mastery Skills for survival! by Matt Hoskins



Throw into the Corner Turnbuckle, or maneuvers that are just difficult to reverse like **Claw** and **Dirty Low Blow**). **Lita to the Xtreme** is an invaluable addition to any HRM-focused deck.

Since HRMs depend on following another maneuver or set-up action card, high-risk decks favor Superstars with a large hand size.

During deck construction, it's also critical to strike a balance between set-up maneuvers and HRMs. As a rule of thumb, start with five to seven HRMs and go from there. Many decks work effectively with less; others need more.

HRM game text includes one of two requirements: "Can only be played after X" and "Must be played after X". Actions or abilities can override the "can only" text. These HRMs work with **From**

the **Top Rope**, **No Jeff Don't Do It**, and similar actions. "Must be played" HRMs, such as **Suicide Plancha**, don't work with these types of actions. The distinction is important to keep in mind when evaluating

HRM for your deck.

Here are some wrestler-specific tricks involving high-risk maneuvers:

- Matt Hardy or the Hardy Boys. **Put it All On the Line** + **Matt Hardy's Patented Legdrop**. This combo is a surefire way to reshuffle your

entire ringside pile into your arsenal.

- Chris Benoit.

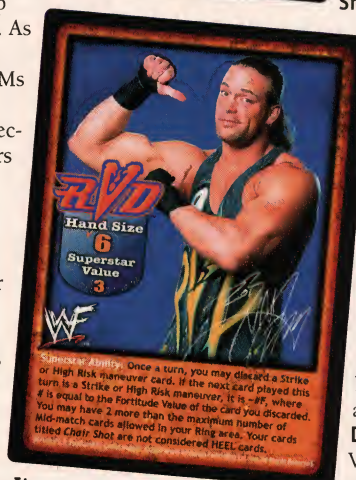
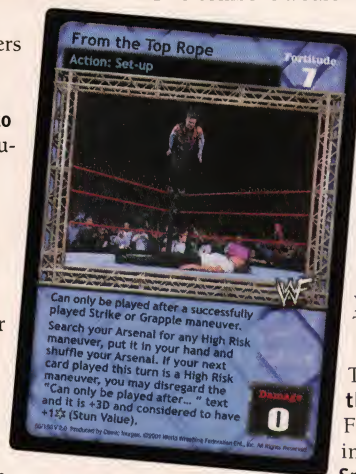
Clutch onto Opponent followed by three **Dirty Low Blows**, then **From the Top Rope** into a **Kamikaze Headbutt** for 25 unreversible damage. This combo only requires two cards in your hand: **Clutch** and **Top Rope**.

- Two Man Power Trip. **Leaping Knee to the Face** followed by **From the Top Rope** into the **Austin Elbow Smash** for 28 irreversible damage. This combo is easy on the pocket book, as each essential card is fixed rarity.

- Tazz. **Double Underhook Suplex** into **Flying Body Press**. 19F with your first two maneuvers of the game.

- Rob Van Dam. Ditch a card for his Superstar ability, play **Chairshot** followed by **From the Top Rope** into a 16-point **Missile Dropkick** — 23F with Van Dam's first two maneuvers.

When building a deck, it's important to playtest the concept. Through playtesting, you'll find the right card balance to execute your next high-risk strategy.



Card Kingdom



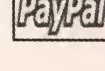
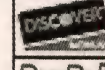
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Winning strategies abound

Star Trek metagame still wide open



The *Star Trek* CCG metagame is at an interesting point. Never before has an expansion set had as little impact on the metagame as *The Motion Pictures*. At the same time, certain decks developed after *Voyager's* release and updated little after that remain competitive. Constructed-deck tournaments retained a relatively constant card pool, but despite this, a wide variety of decks are playable.

What are the top decks in the tournament scene? The first mention must go to **Vic Fontaine** decks, which make use of the hologram's overpowered downloading ability. Several tricks maximize his potential. **Mission Fatigue**, **Punishment Box**, and **Sarjenka** seeded under **Q's Planet** will net you four downloads plus five points.

Those downloads can be used for a number of purposes, not least being **Ferengi Conference**, which can be put to good use for fast Ferengi civilians. Any non-Borg deck can use Fontaine to download **Distortion of Space/ Time Continuum** when one of its personnel is stopped by a dilemma. Unfortunately, personnel he downloads can't join the current mission attempt.

Another fast deck is based on Drew Lichenstein's *Dragon*Con* 2001 winning deck. It whittles its draw deck down to 23 cards before the game begins. Then, with a combination of free card plays, downloads, and, in the updated version, a solitary **Barzan Wormhole** report with crew, gets a megacrew of 14 or 15 personnel on turn one, capable of blasting through almost any dilemma combination with the help of scans.

Feedback Surge is, as always, a threat to Q-Bypass or Senior Staff Meeting/Pla-net decks, but the metagame may be lax enough at the moment for players to leave it in their binders. When that happens, someone will always try their luck and maybe even win a tournament or two by bringing out these old decks — but it's unlikely to succeed longer than that.

Espionage is alive and well, with the prevalence of high-point missions which can't be protected by **Fair Play**. One fast Romulan deck uses espionage as a sideline, since **Plans of the Tal Shiar** means that the Romulans needn't be slowed down by the inclusion of espionage cards necessary for the strategy.

Since many players include a badlands mission in their decks to move from the alpha to the delta quadrant via **Caretaker's Array**, and more are using **Wormhole Negotiations** solely to get fast personnel, the missions are around to steal. The Hirogen's **Rituals of the Hunt** is another powerful mission-stealing tool — since your opponent will no doubt have chosen personnel specifically for solving his missions, **Rituals** makes find-



ing the appropriate skills for mission-stealing much easier. The Hirogen aren't the best affiliation for mission-stealing, but **Hajur**, who can be downloaded by **Penk**, who in turn can be downloaded with **Defend Homeworld**, is a dual-affiliation Hirogen/Non Aligned personnel with anthropology, providing other affiliations with a way to use **Rituals of the Hunt**.

Point-denial appears to be making a comeback.

Since the release of

Voyager, **Containment Field** meant the decline of the previously popular **Destroy Radioactive Garbage Scow** strategy. **Containment Field** is unpopular at the moment, because none of the deck types it targets have been popular. The latest point-denial decks use **Barash** plus **Hologram Ruse** or **Ferengi Infestation** as the first encountered dilemma under each mission, to force opponents to bring in a large number of personnel, causing a large point loss to **The Higher ... The Fewer**, which is usually the next dilemma. **62nd Rule of Acquisition** costs your opponent a further 10 points per mission, and to top it all off, **Destroy Radioactive Garbage Scow** loses them even more points, as well as possibly killing some personnel at the same time. The deck can be made fast enough to be competitive, what with the hundreds of ways of downloading or reporting personnel for free available to players

at the moment. It doesn't need to be too fast, since your opponent will probably have to solve *all* his mission in order to win.

The strategy of slowing down super-fast decks isn't restricted to point-denial. **Fortress** decks take advantage of fast decks' streamlined personnel selection by requiring multiples of the same skill to pass dilemmas, while eliminating personnel with that skill at every opportunity. **Your Galaxy is Impure** is a key to this deck type, as it provides

almost unbeatable targeted removal. By placing **Common Thief** in front of it, it's also possible to protect **Your Galaxy** from **Borg Nanoprobes**, and if your opponent isn't using equipment, provides one more opportunity to remove an important personnel. **Disruptor Overload** also helps against **Nanoprobes**. **Cyrus Redblock** can add to the mayhem if science is the skill you plan to remove, because **Scientific Method** is a "murder" dilemma.

Q the Referee has hurt delay decks, because it makes anti-cheese defense easy, with **Operate Wormhole Relays** against **Field Trip** decks, **Intruder Alert!** and **Intruder Force Field** against **Rogue Borg Mercenaries**, and **Containment Field** against **Destroy Radioactive Garbage Scow**, among others. All it takes is one Q to bring the appropriate referee-icon card into play.

New thinking challenges the idea that cheese is dead, however — what if one deck abuses *all* these cards? Most decks seed two copies of Q the Referee. One is used to cycle referee cards to the bottom of the deck or to the discard pile, the other to download referee cards in an emergency. Such decks would have no defense against decks that use four or five abusive strategies.

Ore Processing makes this easy: first turn, use **Defend Homeworld** to download **Overseer Odo** to a Nor, use his special download to download **Process Ore** to your **Ore Processing Unit**, and you're away. Simply "process" cards which your opponent has made useless with a referee-icon card and draw more cards to replenish the supply.

All these ideas are unusable for Borg players, but they needn't worry — their traditional problems have been all but eliminated. **Harness Particle 010** has made it easy for Borg players to pull off a two-mission win. When you consider that HP010 can even be used to target a universal **Nebula** or **Space** mission at which **Omega Particle** has been played, Borg players now need face only one mission's worth of dilemmas — an incredible advantage. One HP010 and an **Assimilate Homeworld** will bring you up to 100 points with a minimum of effort, and probe rigging has never been easier. It's doubtful that many players will pick the Borg up, because these decks take effort to build and play properly, so they may come as a surprise to many players.

A word of caution: it's no use theorizing about any of these decks without actually testing them. Chances are, if you're playing a deck for the first time, you'll forget something or make some crucial mistake at the wrong moment. The best thing to do is to play as much as possible — you'll only get better if you do.



Take aim at foes with Imperial Guard deck



This Warhammer 40,000 deck does what the Imperial Guard does best: shoot. Shoot and shoot until their lasguns melt! The deck's foundation is three common cards, and it uses only four rare cards total, so the deck is within reach of almost any player without breaking the bank, yet it competes with some of the best decks out there.

The primary units in this deck are the infantry, but what really makes it work are three firepower-modifying cards: **Fire Support Squad**, **Sentinel Squadron**, and **Pillbox**. Each of these cards gives firepower bonuses to your infantry units (some require tests, some don't). This is important, because the majority of the cards in the deck only have Firepower 1 or 2 to begin with. Without the bonuses it would be difficult for the basic infantry cards to destroy vehicles or heavily armored units like Space Marines. During deployment, it's important to remember to place the support units together with basic infantry (like the **Mordian Iron Guard** or **Hardened Veterans**), as neither type of unit is all that good on their own.

Some other cards in the deck deserve special mention, as well. **Dead Zone** is a critical element of the deck, and will be one of your



GUNS OF THE GUARD

- UNITS**
 4x Chimera (CC)
 4x Command Squad (CC)
 4x Earthshaker Platform (CC)
 4x Fire Support Squad (CC)
 4x Hardened Veterans (CC)
 4x Mordian Iron Guard (CC)
 4x Mortar Squad (CC)
 4x Penal Legion (CC)
 4x Sentinel Squadron (CC)
 4x Steel Legion Platoon (CC)
 4x Tarantula Battery (CC)
 4x Veteran Cityfighters (CC)
 4x Veteran Platoon (CC)
- FORTIFICATIONS**
 4x Dead Zone (CC)
 4x Pillbox (CC)



greatest defenses against decks that rely on a heavy assault element. If your opponent can't destroy Dead Zone, they will be unable to assault your units, which renders some decks completely inert! Since Dead Zone features the new invul-

nerable ability (if you pass the invulnerable test, the unit resists destruction!) it can be difficult to remove from play

The **Chimera** may appear out of place in a "shooty" deck, with its troop capacity being completely useless, but it can swing a battle at a critical moment with its secondary infiltration ability. It also serves as an excellent blocker when you need to protect a critical unit, as it has high speed and good armor. Finally, the **Earthshaker Platform** highlights another new ability featured in the *Coronis Campaign* expansion: artillery. This unit can lock to take two shots, locking or destroying elements of your opponent's force which might otherwise be untouchable.

Of course, units aren't the only component of a good Warhammer 40K deck. This deck is designed to roll high and has only eight cards with die values of three or less. This ensures that you will pass most of your tests, artillery rolls, and many invulnerable saves, making this deck both reliable and dangerous. With all this power, it's easy to see why the guns of the Guard never rest!

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Player's Committee Update

The *Star Wars* CCG Player's Committee is in full swing. Here's what's been going on:

Championships: By the time you read this most, if not all, the Regionals will be complete. If you didn't place high enough, there are still five major Opens. They're scheduled for: Origins, July 1-4 in Columbus, Ohio; Comic-Con International: San Diego, Aug. 1-4 in San Diego, California; Gen Con, Aug. 8-11 in Milwaukee, Wis.; Dragon*Con, Aug. 30-Sept. 2 in Atlanta, Ga.; and the Essen Game Fair, Oct 16-18 in Germany. There are also several "mini-Opens" around the country. Visit TheForce.Net's CCG Section for a complete list of Championship tournaments.

Decipher Donation: Recently Decipher announced that it would donate more than \$1 million in product, promotional materials, and financial backing. This generous donation includes basic product displays, Decipher-autographed cards, dozens of complete sets of promotional foils, and more than a hundred previously unseen variations of uncut sheets. Also included will be items from the *Young Jedi* and *Jedi Knights* card games. This is all in addition to the \$10,000 prize money the company is putting up for the *Star Wars* CCG World

SMETAGAME THE BIG PICTURE!

by Josh Radke
(Player Advocate, Red 84)

Championships.

Virtual Cards: The next batch of *Star Wars* v-cards should be out by the time this article sees print, as well as the first set of *Young Jedi* cards. Both design groups will be monitoring their impact on their respective gaming communities to see how these cards will impact the tournament scene.

Young Jedi: To coincide with the recent release of virtual cards and updated rules, the *Young Jedi* department will also release a comprehensive glossary of rulings and terms.



Expect this to be released in time for DecipherCon later this year.

PC Logo: The advocates have decided on a logo that will represent the Player's Committee. The logo will be available in several forms for use on everything from websites to T-shirts. The logo was designed by PC Advocate and veteran *Scrye* contributor Jason Robinette.

Scenario Tournaments: Tournament Directors, are you looking for a way to keep your tournaments fresh or to keep your player base? You'll now notice, when you post your tournaments on Decipher's page, that the "Episode I" option has been replaced with "Scenario". This means that you can run *any* scenario from *Battle of Hoth* to *Classic-only* and have it be sanctioned. Though "Scenario" rankings still don't exist, you will receive prize support as normal if your scenario tournament gets sanctioned. This is a powerful new option as it essentially allows you, the TD, to call the shots and give your players the kinds of tournaments they want to play in!

For up-to-the minute updates on Decipher's *Star Wars* card games, check out the Gameplayers Network and TheForce.Net.

FIRESTORM

Seven cards your Firestorm deck needs

There are several ways to win in *Firestorm*. However, whether you choose the military approach or race for tech, there are seven cards that can't help but benefit your deck.

Saboteur. Let's see — she has the Spy trait, which means she can be deployed on any planet, not just your homeworld. She can move from planet to planet without a ship. She can challenge opposing heroes to duels. She lets you discard two cards at random from your hand to destroy a support card at the Spy's location. Oh, and she can turn to inflict damage to any ship at her location. That's five useful abilities for three resources. How many other characters — in *any* game — give you a deal like that?

Only Fools Roll The Bones. Fate cards often have global effects, or effects that last to the end of the game. This card lets you cancel and remove a fate card as it is played.

Quick Reflexes. I love multi-purpose cards — they give you more options and use less space. I particularly love multi-purpose cards

SMASTYR Skills for survival!

by James R. Collier



with two good purposes, like this one. You either play to prevent damage to a hero in hero combat or you play it when a ship would suffer combat damage to prevent one point of damage. Lovely.

Cut the Red Tape and Hidden Resources. Playing cards in *Firestorm* requires both resources and commands. Both are limited in the early game — five resources and three commands per turn are average. So any card

that gives you an extra command or resource can change the tempo of the game and give you a significant card advantage. Hidden Resources gives you one resource at any time. Unlike various fate cards that give you an added resource point, you can use all three

copies of this card, and it works even if your opponent's card is played first. Cut the Red Tape says "Gain one command." You have to wait until you have used a command or two to play it, since it won't raise your current number of commands above your maximum, but it's a great secret weapon.

Corporate Enforcer. Turn the Enforcer to look at the top card of your opponent's deck. If it's a good card, you can make him discard it. If not, you let him put it in his hand and you gain one resource. Simple.

Infra-Red Goggles. This card lets you look at your opponent's hand once per turn. If you can't figure out why a card that lets you look at your opponent's hand would be useful, perhaps you should try miniatures ...

WILLOW DECK BEATS BRAWN

WITH Brains, Beauty



One of the nice things about the *Buffy the Vampire Slayer* CCG is the variety of ways you can skin the proverbial cat. This Willow-based deck does it all on smarts and charm, plus a little weirdness. With 68 cards, the deck's big, but if you don't have any of the promo cards, it's a closer-to-ideal 63.

The challenges were chosen with Willow



and her smarts in mind. Doug Perren, Jenny Calendar, Dr. Gregory, and Rupert Giles add all

the extra brain-power you'll ever need. For charm, there's Oz (when he's with Willow) and the Xander-Cordelia-Harmony trio. Put that Bracelet promo on Cordy's wrist — as a gift from Xander — and those three generate a whopping 10 charm! Defensive cards like Varsity Training and Mummy's Seal keep your companions in play.



If your opponent is gearing up some major vampire action to take you down (he better, given how quickly you can rack up destiny points), the Cross promo ends any vampire attack before it gets started. Hair Flip, Book Learning, and Creep Factor change any fight from a contest of butt-kicking to one of charm, smarts, or weirdness, respectively.

If you need to muscle up, that's what you've got Buffy and Kendra for. And Oz is good for one nighttime foray at Level 2 before he reverts to his humble slacker-in-a-band Level 1 self.

It's not all snarly teeth and pointy stakes in Buffy — brains and beauty have their place, too!

EGGHEADS RULE!

Willow Essence Card
CHARACTERS

- 1x Willow Rosenberg (Level 1) (PP)
- 1x Willow Rosenberg (Level 2) (PP)
- 1x Willow Rosenberg (Level 3) (PP)
- 1x Amy Madison (PP)
- 1x Buffy Summers (Level 1) (PP)
- 1x Buffy Summers (Level 2) (PP)
- 1x Cordelia (PP)
- 1x Doug Perren (AC)
- 1x Dr. Gregory (PP)
- 1x Harmony (PP)
- 1x Jenny Calendar (PP)
- 1x Kendra (Level 1) (AC)
- 1x Lily (Class of '99

- Preview 3) (PP)
- 1x Oz (Level 1) (AC)
- 1x Oz (Level 2) (AC)
- 1x Rupert Giles (Level 1) (PP)
- 1x Rupert Giles (Level 2) (PP)
- 1x Xander (PP)

ITEMS

- 1x Bat Sonar (PP)
- 1x Bracelet (Pr)
- 3x Cross (Pr)
- 2x Empty Puppet Case (PP)
- 1x Lucky 19 Baseball Jersey (PP)
- 1x Manacles (AC Prev)
- 1x May Queen Dress (PP)
- 1x Mummy's Seal (AC)
- 1x Tome of Moloch (PP)

SKILLS

- 1x Expert on Weird (PP)

- 1x Off-the-Charts Smart (PP)
- 1x Power of the Black Mass (PP)
- 2x Ritual of Restoration (AC)
- 2x Scully Me (PP)
- 3x Varsity Training (PP)
- 1x Watcher Training (PP)
- 1x Wisdom (AC)

ACTIONS

- 1x Angry Mob (AC)
- 1x Bad Alcohol (PP)
- 3x Book Learning (PP)
- 3x Creep Factor (PP)
- 1x Demon Theory (PP)
- 1x Dusted (Pr)
- 1x Gathering of Scoobies (AC)
- 3x Hair Flip (PP)
- 1x Inside Joke (PP)

- 1x Join the Pep Squad (PP)
- 2x Offer of Ugly Death (PP)
- 1x Shaky on the Dismount (PP)
- 1x Sunset (PP)
- 2x Thrown to the Hyenas (PP)
- 2x Total Lecture Overload (AC)

EVENTS

- 1x Sign of the Apocalypse (AC)
- 1x Something Weird (AC)

LOCATIONS

- 1x Army Base (AC)
- 1x Hospital (PP)
- 1x Public Restroom (PP)
- 1x Streets of Sunnydale (PP)

- 1x Sunnydale High School Auditorium (PP)
- 1x Sunnydale High School Library (PP)
- 1x Sunnydale High School Lobby (AC Prev)
- 1x Sunnydale School Hallways (PP)

CHALLENGES

- 1x Hyenas in the Principal's Office (PP)
- 1x Never Kill a Boy on the First Date (PP)
- 1x Nightmares of Mine (PP)
- 1x Oh, May Queen (PP)
- 1x The Talent Show Must Go On (PP)
- 1x When Good Mothers Go Bad (PP)
- 1x You Can Trust the Technopagan (PP)

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ANNIHILUS (R) #064, RANGE (2) 8 in., NO FACTION, POINTS: 83

Speed	(cf)8ru	8ru	7	7	5	4	4	4
Attack	10	10	9	8	7	6	5	4
Defense	15in	14in	13to	12to	11	11	10	10
Damage	2	2	2	1	1	1	1	1

ANNIHILUS (E) #065, RANGE (2) 10 in., MINIONS OF DOOM, POINTS: 103

Speed	(cf)8ru	8ru	7	7	6	5	4	4
Attack	11	10	9	8	7	6	5	4
Defense	15in	14in	13to	12to	12to	11	11	10
Damage	3	2	2	2	1	1	1	1

ANNIHILUS (V) #066, RANGE (3) 10 in., MINIONS OF DOOM, POINTS: 129

Speed	(cf)8ru	8ru	7	7	6	5	4	4
Attack	11	10	9	8	7	6	5	4
Defense	16in	15in	14in	13to	12to	12to	11	10
Damage	3	3	2	2	2	2	1	1

BLACK PANTHER (R) #085, AVENGERS, POINTS: 27

Speed	8st	7st	6st	6st	5	5
Attack	8	7	6	6	6	6
Defense	15	14	13	12	11	11
Damage	1ow	1	1	1	1	1

BLACK PANTHER (E) #086, NO FACTION, POINTS: 36

Speed	9st	8st	7st	6st	6st	5
Attack	9bl	8bl	7bl	6	6	5
Defense	16	15	14	13	12	11
Damage	2ow	2	2	1	1	1

BLACK PANTHER (V) #087, RANGE (1) 4 in., NO FACTION, POINTS: 46

Speed	9bl	9c	8c	8c	7c	6c
Attack	9bl	9bl	8bl	7	7	6
Defense	16	15	14	13	12	11
Damage	2ow	2	2	2	1	1

BLADE (R) #025, NO FACTION, POINTS: 26

Speed	6st	6st	5	4	4	4
Attack	8bl	7bl	6bl	5	5	5
Defense	15to	14	13	12	11	11
Damage	2bf	2bf	1bf	1bf	1bf	1bf

BLADE (E) #026, NO FACTION, POINTS: 28

Speed	7st	6st	5	4	4	4
Attack	8bl	8bl	7bl	6bl	5	5
Defense	15to	14	13	12	11	11
Damage	2bf	2bf	1bf	1bf	1bf	1bf

BLADE (V) #027, NO FACTION, POINTS: 33

Speed	7st	6st	5	5	4	4
Attack	9bl	8bl	7bl	6bl	5	5
Defense	15to	14to	13	12	11	11
Damage	2bf	2bf	1bf	1bf	1bf	1bf

BLIZZARD (R) #088, RANGE (1) 8 in., NO FACTION, POINTS: 35

Speed	8ru	6ru	5	4	4	4
Attack	9pw	7	5	4	4	4
Defense	15br	14br	13br	12	11	11
Damage	1	1	1	1	1	1

BLIZZARD (E) #089, RANGE (1) 8 in., SINISTER SYNDICATE, POINTS: 46

Speed	8ru	6ru	5	4	4	4
Attack	10pw	8pw	6	5	5	4
Defense	16br	15br	13br	12	11	11
Damage	1	1	1	1	1	1

BLIZZARD (V) #090, RANGE (1) 8 in., MASTERS OF EVIL, POINTS: 53

Speed	8ru	6ru	5	5	4	4
Attack	11pw	9pw	7pw	6	6	5
Defense	16br	15br	14br	13br	12eh	11eh
Damage	1	1	1	1	1	1

BOOMERANG (R) #040, RANGE (2) 8 in., NO FACTION, POINTS: 24

Speed	6	6	5	4	4	4
Attack	7c	6c	5	4	4	4
Defense	15	14	13	12	11	11
Damage	1	1	1	1	1	1

BOOMERANG (E) #041, RANGE (2) 8 in., SINISTER SYNDICATE, POINTS: 34

Speed	6	6	5	4	4	4
Attack	8ep	7ep	5c	4c	4	4
Defense	15	14	13	12	11	11
Damage	1ra	1	1	1	1	1

BOOMERANG (V) #042, RANGE (3) 8 in., MASTERS OF EVIL, POINTS: 44

Speed	6	6	5	4	4	4
Attack	9ep	8ep	7c	5c	4c	4c
Defense	15eh	14	13	12	11	11
Damage	1ra	1ra	1	1	1	1

BULLSEYE (R) #100, RANGE (2) 8 in., NO FACTION, POINTS: 26

Speed	6	6	5	4	4	4
Attack	9	8	7	6	5	5
Defense	15	14	13	12	11	11
Damage	1ra	1ra	1ra	1	1	1

BULLSEYE (E) #101, RANGE (2) 10 in., NO FACTION, POINTS: 31

Speed	6	6	5	4	4	4
Attack	10	9	8	7	6	6
Defense	15eh	15	14	13	11	11
Damage	1ra	1ra	1ra	1ra	1	1

BULLSEYE (V) #102, RANGE (2) 10 in., SINISTER SYNDICATE, POINTS: 43

Speed	6	6	5	5	4	4
Attack	11	10	9	8	7	6
Defense	16eh	15eh	14	13	12	11
Damage	1ra	1ra	1ra	1ra	1	1

CAPTAIN AMERICA (R) #067, RANGE (1) 6 in., AVENGERS, POINTS: 41

Speed	8	6	5	5	4	4	4
Attack	8	7	6	6	5	4	4
Defense	16eh	15eh	14	13	12	11	11
Damage	2le	2le	1le	1le	1ow	1ow	1ow

CAPTAIN AMERICA (E) #068, RANGE (1) 6 in., AVENGERS, POINTS: 47

Speed	8st	7st	6st	6st	5st	5	4
Attack	9	8	7	6	6	5	5
Defense	16eh	15eh	14eh	14eh	13	12	12to
Damage	2le	2le	2le	1le	1le	1ow	1ow

CAPTAIN AMERICA (V) #069, RANGE (1) 6 in., AVENGERS, POINTS: 62

Speed	8ch	8	7	7	6	6	5	5
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Attack	10	9	8	7	6	5	5	4
Defense	17eh	16eh	15eh	14eh	13	12	12to	11to
Damage	2le	2le	2le	2le	1le	1ow	1ow	1ow

CAPTAIN AMERICA (U) #148, NO FACTION, POINTS: 35

Speed	8	6	5	5	4	4	4
Attack	8	7	6	6	5	4	4
Defense	16eh	15eh	14	13	12	11	11
Damage	2le	2le	1le	1su	1su	1ow	1ow

CONSTRUCTOR (R) #037, RANGE (1) 4 in., NO FACTION, POINTS: 38

Speed	6	6	5	4	4	4
Attack	8ic	6ic	5ic	4ic	4ic	4ic
Defense	15	14	13	12	11	11
Damage	2	2	1	1	1	1

CONSTRUCTOR (E) #038, RANGE (1) 4 in., MASTERS OF EVIL, POINTS: 46

Speed	6	6	5	4	4	4
Attack	9c	7c	6c	6c	6c	6c
Defense	15	14	13	12	11	11
Damage	2	2	1	1	1	1

CONSTRUCTOR (V) #039, RANGE (1) 4 in., SINISTER SYNDICATE, POINTS: 56

Speed	6	6	6	5	4	4	4
Attack	10c	9c	8c	7c	6c	6c	4c
Defense	15	14	13	12	12	11	11
Damage	2	2	2	1	1	1	1

CONTROLLER (R) #115, NO FACTION, POINTS: 31

Speed	5mc	6mc	6	5	4	4
Attack	8	9	10sr	9sr	8sr	7
Defense	16	16	15to	14to	13	12
Damage	1	2	3	2	1	1

CONTROLLER (E) #116, NO FACTION, POINTS: 50

Speed	5mc	6mc	6mc	6	5	4	
Attack	9	10	11	12sr	11sr	10sr	9
Defense	17	16	15to	14to	13	12re	11
Damage	1	2	3	3	2	1	1

CONTROLLER (V) #117, MASTERS OF EVIL, POINTS: 69

Speed	5mc	6mc	6mc	6	5	4	
Attack	9	10	12	12sr	11sr	10sr	9
Defense	17	16	15to	14to	13to	12re	11
Damage	1	2	2	3	3	2	1

CYCLOPS (R) #082, RANGE (2) 10 in., X-MEN, POINTS: 55

Speed	6ru	6	5	4	4	4
Attack	9	8	6	5	5	5
Defense	15	14	13	12	11	11
Damage	2ra	1ra	1ra	1ra	1ra	1ra

CYCLOPS (E) #083, RANGE (2) 10 in., X-MEN, POINTS: 68

Speed	6ru	6	6	6	5	4	
Attack	10	9	8	7	6	5	5
Defense	15eh	15	14	12	11	11	11
Damage	2ra	1ra	1ra	1ra	1ra	1ra	1ra

CYCLOPS (V) #084, RANGE (3) 10 in., X-MEN, POINTS: 78

Speed	6ru	6ru	6	6	5	4	
Attack	11	10	9	8	7	6	6
Defense	15eh	15eh	14	12	11	11	11
Damage	2ra	2ra	1ra	1ra	1ra	1ra	1ra

CYCLOPS (U) #147, RANGE (2) 10 in., X-MEN, POINTS: 39

Speed	6	6	5	4	4	4
Attack	9	8	6	5	4	4
Defense	15	14	13	12	11	11
Damage	1ra	1ra	1ra	1ra	1ra	1ra

DAREDEVIL (R) #097, RANGE (1) 4 in., NO FACTION, POINTS: 30

Speed	6	6	6	5	5	5
Attack	8	7	6	6	5	4
Defense	15ss	14ss	14ss	13ss	13ss	11ss
Damage	2	2	1	1	1	1

DAREDEVIL (E) #098, RANGE (1) 4 in., NO FACTION, POINTS: 42

Speed	8	6	6	6	5	4
Attack	9ic	8ic	6	6	5	4
Defense	16ss	16ss	14ss	13ss	12ss	11ss
Damage	2	2	1	1	1	1

DAREDEVIL (V) #099, RANGE (1) 4 in., SPIDER-MAN, POINTS: 50

Speed	8	7	6	6	5	5
Attack	9ic	8ic	7ic	6	5	4
Defense	17ss	17ss	16ss	15ss	13ss	12ss
Damage	2	2	2	1	1	1

DR. STRANGE (R) #124, RANGE (1) 10 in., NO FACTION, POINTS: 64

Speed	(cf)6ph	6ph	5	5	5ph	4ph	4
Attack	8ic	7ic	6ic	6ic	6pw	5	4c
Defense	15eh	14eh	13br	12br	11br	11	11
Damage	2ra	2en	1en	1su	1su	1pc	1

DR. STRANGE (E) #125, RANGE (1) 10 in., DEFENDERS, POINTS: 71

Speed	(cf)6ph	6ph	6	5	5ph	5ph	4
Attack	10ic	9ic	8ik	7ik	7pw	7	6c
Defense	16eh	15eh	14br	12br	12br	12	12
Damage	2ra	2en	2en	2su	1su	1pc	1

DR. STRANGE (V) #126, RANGE (1) 10 in., NO FACTION, POINTS: 87

Speed

HULK (R) #058, AVENGERS, POINTS: 103

Speed	6	6	6c	7c	7c	7c	8c	5
Attack	7	8sr	9sr	10sr	11sr	11sr	12sr	11sr
Defense	14	14to	15to	15to	17in	17in	17in	15to
Damage	1	1	2	2	2b	3b	4b	2b

HULK (E) #059, DEFENDERS, POINTS: 117

Speed	6	6	6c	7c	7c	8c	8c	8c	6
Attack	7	8sr	9sr	10sr	11sr	11sr	12sr	11sr	
Defense	14	14to	15to	15to	15to	17in	17in	17in	15to
Damage	1	2	2	2	3	4b	4b	3	

HULK (V) #060, NO FACTION, POINTS: 147

Speed	6	6	6c	7c	7c	8c	8c	8c	9c	6c
Attack	7	8	10sr	10sr	11sr	11sr	12sr	12sr	11sr	
Defense	14	15to	15to	15to	17in	17in	17in	17in	15re	
Damage	1	2	3	3	3	4b	4b	4b	5b	3

HYDRA MEDIC (R) #010, RANGE (1) 4 IN., HYDRA, POINTS: 12

Speed	6	5	4						
Attack	7	5	4						
Defense	14	12	11						
Damage	1su	1	1						

HYDRA MEDIC (E) #011, RANGE (1) 4 IN., HYDRA, POINTS: 15

Speed	6	6	5	4					
Attack	7	5	4	4					
Defense	14	13	12	11					
Damage	1su	1su	1	1					

HYDRA MEDIC (V) #012, RANGE (1) 4 IN., HYDRA, POINTS: 16

Speed	6	6	5	4					
Attack	7	5	4	4					
Defense	14	13	12	11					
Damage	1su	1su	1su	1					

HYDRA OPERATIVE (R) #007, RANGE (1) 6 IN., HYDRA, POINTS: 9

Speed	6	5	4						
Attack	7	5	4						
Defense	14	12	11						
Damage	1	1	1						

HYDRA OPERATIVE (E) #008, RANGE (1) 6 IN., HYDRA, POINTS: 21

Speed	6	5	4	4					
Attack	7	5	5	4					
Defense	14	13	11	11					
Damage	1	1	1	1					

HYDRA OPERATIVE (V) #009, RANGE (1) 6 IN., HYDRA, POINTS: 13

Speed	6	6	5	4					
Attack	7	6	5	5					
Defense	14	13	12	11					
Damage	2	1	1	1					

JEAN GREY (R) #049, X-MEN, POINTS: 31

Speed	6	6	5	4	4
Attack	7k	6k	5k	4k	4k
Defense	16eh	14eh	13eh	12eh	11
Damage	1	1	1	1	1

JEAN GREY (E) #050, X-MEN, POINTS: 39

Speed	6	6	5	4	4
Attack	7k	6k	5k	4k	4k
Defense	16eh	15eh	13eh	12eh	11
Damage	1	1	1	1	1

JEAN GREY (V) #051, X-MEN, POINTS: 50

Speed	6	6	5	4	4	4
Attack	7k	6k	6k	5k	5k	4
Defense	16eh	15eh	13eh	12eh	12eh	11
Damage	1su	1	1	1	1	1

JUGGERNAUT (R) #079, THE BROTHERHOOD, POINTS: 97

Speed	6	6	6	5	5	4	4	3
Attack	11sr	10sr	9sr	8sr	7	7	6	5
Defense	17in	16in	16in	15in	14in	16to	15to	14to
Damage	3b	3b	2b	2b	2b	2	2	1

JUGGERNAUT (E) #080, THE BROTHERHOOD, POINTS: 125

Speed	7	7	6	6	5	4	4	3	2
Attack	12sr	11sr	10sr	9sr	8sr	7	7	6	6
Defense	17in	17in	17in	16in	15in	14in	16to	15to	14to
Damage	3b	3b	3b	2b	2b	2b	2	2	1

JUGGERNAUT (V) #081, NO FACTION, POINTS: 146

Speed	8	7	7	6	6	5	4	4	3	2
Attack	13sr	12sr	11sr	10sr	9sr	8	7	7	6	6
Defense	18in	17in	17in	16in	15in	14in	16to	15to	14to	
Damage	4b	3b	3b	3b	2b	2b	2b	2	2	1

JUGGERNAUT (U) #146, NO FACTION, POINTS: 111

Speed	6	6	5	5	4	4	4	3	2
Attack	11sr	10sr	9sr	8sr	7sr	7	6	6	5
Defense	17in	16in	16in	15in	14in	13in	12to	12to	11to
Damage	3	3	3	2	2	2	2	2	2

KANG (R) #130, RANGE (2) 10 IN., NO FACTION, POINTS: 133

Speed	8	8	7	7	7	6	6	4
Attack	12pw	11c	10c	10c	10c	10c	10	5
Defense	17in	17in	16eh	15eh	14eh	14eh	13eh	10eh
Damage	1ra	1ra	1ra	1ra	1ra	1ra	1ra	1

KANG (E) #131, RANGE (2) 10 IN., MASTERS OF EVIL, POINTS: 178

Speed	8	8	8	7	7	6	6	4	
Attack	12pw	12c	11c	11c	10c	10c	10c	10	5
Defense	18in	17in	16in	15eh	15eh	14eh	14eh	13eh	10eh
Damage	1ra	1ra	1ra	1ra	1ra	1ra	1ra	1ra	1

KANG (V) #132, RANGE (2) 10 IN., MASTERS OF EVIL, POINTS: 190

Speed	10ph	10ph	10	8	8	7	6	4	
Attack	13pw	13c	12c	12c	11c	11c	10c	10	5
Defense	18in	17in	16in	15eh	15eh	14eh	14eh	13eh	10eh
Damage	2ra	1ra	1ra	1ra	1ra	1ra	1ra	1ra	1

KINGPIN (R) #043, NO FACTION, POINTS: 24

Speed	5	5	5	4	4	4
Attack	7	6	6	5	4	4
Defense	15to	14	13	12	11	10
Damage	2le	2le	1le	1le	1	1

KINGPIN (E) #044, NO FACTION, POINTS: 29

Speed	5	5	5	4	4	4
Attack	7	7	6	5	4	4
Defense	15to	14to	13	12	11	11
Damage	2le	2le	1le	1le	1le	1

KINGPIN (V) #045, SINISTER SYNDICATE, POINTS: 43

Speed	6	6	5	4	4	4	4
Attack	8	7	7	6	5	4	4
Defense	16to	14to	13	13	12	12	11
Damage	2le	2le	2le	1le	1le	1le	1

KLAW (R) #112, RANGE (1) 10 IN., NO FACTION, POINTS: 60

Speed	8	6	6	5	5	4	4
Attack	9c	9c	8c	8c	7c	7	7
Defense	16	15	15br	15br	15br	13	13
Damage	2ra	1ra	1ra	1ra	1	1	1

KLAW (E) #113, RANGE (1) 10 IN., MINIONS OF DOOM, POINTS: 74

Speed	8	6	6	5	5	4	4
Attack	10c	10c	9c	9c	8c	8	7
Defense	16	16	16br	16br	15br	13	13
Damage	2ra	1ra	1ra	1ra	1	1	1

KLAW (V) #114, RANGE (1) 10 IN., MASTERS OF EVIL, POINTS: 90

Speed	8	7	7	6	6	5	4	4
Attack	11c	11c	10c	10c	9c	8c	8	8
Defense	16	16	16	16br	16br	15br	13	13
Damage	2ra	2ra	1ra	1ra	1	1	1	1

MAGNETO (R) #127, RANGE (1) 8 IN., THE BROTHERHOOD, POINTS: 80

Speed	8	8	7	7	6	5		
Attack	9k	7k	7k	6k	5k	5k		
Defense	16eh	15eh	15eh	14eh	13eh	12	11	11
Damage	2le	2le	1le	1le	1le	1		

MAGNETO (E) #128, RANGE (1) 8 IN., X-MEN, POINTS: 89

Speed	8	8	8	7	7	6	5	4
Attack	9k	8k	7k	7k	6k	5k	5	
Defense	16eh	15eh	15eh	14eh	13eh	12	11	11
Damage	3le	2le	2le	1le	1le	1le	1	

MAGNETO (V) #129, RANGE (1) 8 IN., THE BROTHERHOOD, POINTS: 103

Speed	9	8	8	7	7	6	6	
Attack	10k	9k	8k	7k	7k	6k	6k	5
Defense	17eh	15eh	15eh	14eh	13eh	12	11	11
Damage	4le	3le	2le	2le	1le	1le	1le	1

MR HYDE (R) #109, NO FACTION, POINTS: 37

Speed	6	6	6	5	5	4		
Attack	10sr	9sr	8sr	7sr	7	6		
Defense	15to	14to	13to	12to	11to	10		
Damage	3	2	2b	2b	1b	1		

MR HYDE (E) #110, SINISTER SYNDICATE, POINTS: 50

Speed	6	6	6	5	5	5	4	
Attack	10sr	9sr	8sr	7sr	7	6		
Defense	15to	14to	13to	12to	11to	11	10	
Damage	3	3	2	2b	2b	1b	1	

MR HYDE (V) #111, MASTERS OF EVIL, POINTS: 62

Speed	7	6ch	6ch	6	5	5	4	
Attack	11sr	10sr	9sr	9sr	8sr	8sr	7	
Defense	15to	14to	13to	12to	11to	11	10	
Damage	3	3	2b	2b	2b	2b	1	

NIGHTMARE (U) #142, NO FACTION, POINTS: 163

Speed	10	10	10	9	9	8	8	7	7
Attack	14c	13c	13c	12c	12c	11c	11c	10sy	10sy
Defense	18in	17in	17in	16to	16	15	15	14	14
Damage	3en	3en	3en	3en	3en	2en	2	2	2

PROFESSOR XAVIER (R) #076, RANGE (1) 8 IN., X-MEN, POINTS: 59

Speed	5mc	5mc	4mc	4mc	3mc	2		
Attack	9	8	7	6	5	5		
Defense	16df	15	13	12	11	10		
Damage	0le	0le	0le	0le	0	0		



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PROFESSOR XAVIER (E) #077, RANGE (1) 8 in., X-MEN, POINTS: 67

Speed 5mc 5mc 4mc 4mc 3mc 2
Attack 10 9 8 7 6 6
Defense 16df 15 15 14 12 11
Damage 0le 0le 0le 0le 0le 0le

PROFESSOR XAVIER (V) #078, RANGE (1) 10 in., X-MEN, POINTS: 83

Speed 5mc 5mc 5mc 4mc 4mc 3 2
Attack 11 10 9 8 7c 6ic 6
Defense 16df 16df 15 15 14 11 10
Damage 0le 0le 0le 0le 0le 0le 0le

PROFESSOR XAVIER (U) #145, RANGE (1) 8 in., X-MEN, POINTS: 92

Speed 6mc 6mc 6mc 5mc 5mc 5
Attack 11 10 9 8 7 6 6
Defense 16df 16df 15df 14 13 11 10
Damage 1le 1le 1le 1le 1le 1le 1le

PUPPET MASTER (R) #061, NO FACTION, POINTS: 25

Speed 6mc 5mc 4mc 4mc
Attack 6 5 4 4
Defense 14 14 13 12
Damage 1 0 0 0

PUPPET MASTER (E) #062, NO FACTION, POINTS: 35

Speed 6mc 5mc 4mc 4mc 4mc
Attack 7 6 5 4 0
Defense 15 14 13 12 11
Damage 1 0 0 0 0

PUPPET MASTER (V) #063, MINIONS OF DOOM, POINTS: 42

Speed 6mc 6mc 5mc 4mc 4mc
Attack 7 6 5 4 4
Defense 15 14 13 12 11
Damage 1 0 0 0 0

PYRO (R) #091, RANGE (1) 8 in., NO FACTION, POINTS: 27

Speed 8 6 5 4 4
Attack 7ep 6ep 5ep 4ep 4
Defense 16br 15br 13 12 11
Damage 1ra 1ra 1ra 1 1

PYRO (E) #092, RANGE (2) 8 in., THE BROTHERHOOD, POINTS: 35

Speed 8 6 5 4 4
Attack 8ep 7ep 6ep 5ep 4
Defense 17br 16br 14 12 11
Damage 1ra 1ra 1ra 1 1

PYRO (V) #093, RANGE (2) 8 in., THE BROTHERHOOD, POINTS: 42

Speed 8 7 6 5 4 4
Attack 9ep 8ep 7ep 6ep 5ep 4
Defense 17br 16br 14 12 11 10
Damage 1ra 1ra 1ra 1 1 1

QUASAR (U) #140, RANGE (2) 10 in., AVENGERS, POINTS: 122

Speed (cf) 10 10 10 10 10 9 8 8
Attack 11tk 10tk 9tk 8tk 7 6ic 5ic 4
Defense 18br 18br 17br 17df 16df 16df 15df 15df
Damage 1ra 1ra 1ra 1ra 1ra 1ra 1ra 1ra

QUICKSILVER (R) #106, THE BROTHERHOOD, POINTS: 18

Speed 12 11 10 9 8
Attack 8 7 6 4 4
Defense 16eh 15eh 14eh 13eh 12
Damage 2 1 1 1 1

QUICKSILVER (E) #107, AVENGERS, POINTS: 24

Speed 13fu 12fu 11 10 9
Attack 8 7 6 5 4
Defense 16eh 15eh 14eh 13eh 12
Damage 2 1 1 1 1

QUICKSILVER (V) #108, NO FACTION, POINTS: 28

Speed 14fu 13fu 12fu 11 10 10
Attack 9 8 8 7 6 5
Defense 16eh 15eh 14eh 13eh 12eh 12eh
Damage 2 2 1 1 1 1

ROGUE (R) #121, THE BROTHERHOOD, POINTS: 38

Speed 8 8 7 7 6 6 5
Attack 9 8sy 7sy 6sy 5sy 4
Defense 15to 14to 13to 12 12 11 11
Damage 2 2 2 2 2 2 1 1

ROGUE (E) #122, X-MEN, POINTS: 77

Speed (cf) 10 10 10 8 8 6 6
Attack 9 8sy 7sy 6sy 5sy 4sy 4
Defense 15in 14to 13to 12to 12 11 11 10
Damage 3 2 2 2 2 2 1 1

ROGUE (V) #123, X-MEN, POINTS: 88

Speed (cf) 10ch 10ch 10 9 8 8 7 6
Attack 10 9sy 8sy 7sy 6sy 5sy 4
Defense 15in 14to 13to 12to 12 11 11 10
Damage 3 3 3 2 2 2 2 1

SABRETOOTH (R) #055, NO FACTION, POINTS: 38

Speed 8st 6 6 5 4 4
Attack 9bl 8bl 7bl 6bl 6 5
Defense 15to 14to 13to 12to 11re 11re
Damage 2 2bf 2bf 1bf 1bf 1

SABRETOOTH (E) #056, NO FACTION, POINTS: 51

Speed 8st 6st 6st 5 4 4 4
Attack 10bl 9bl 9bl 8bl 8bl 7 7
Defense 15to 14to 13to 12to 11re 11re 11re
Damage 2 2 2 2bf 1bf 1bf 1

SABRETOOTH (V) #057, THE BROTHERHOOD, POINTS: 69

Speed 8ch 6ch 6 5 5 4 4 4
Attack 10bl 10bl 9bl 9bl 8bl 8 7 7
Defense 16to 15to 14to 13to 12re 11re 11re 11re
Damage 3 2bf 2bf 2bf 1bf 1bf 1

SCARLET WITCH (R) #103, RANGE (1) 4 in., THE BROTHERHOOD, POINTS: 29

Speed 6 5 5 4 4 4
Attack 7 6 5 4 4 4
Defense 15 14 13 12 11
Damage 1pc 1pc 1pc 1pc 1

SCARLET WITCH (E) #104, RANGE (1) 6 in., NO FACTION, POINTS: 36

Speed 6 5 4 4 4
Attack 7 6 5 4 4
Defense 15 14 13 12 11
Damage 1pc 1pc 1pc 1pc 1pc

SCARLET WITCH (V) #105, RANGE (1) 8 in., AVENGERS, POINTS: 40

Speed 6 6 5 4 4
Attack 8 7 6 5 4
Defense 16 15 14 14 13
Damage 1pc 1pc 1pc 1pc 1pc

SHIELD AGENT (R) #001, RANGE (1) 6 in., SHIELD, POINTS: 10

Speed 6 5 4 4
Attack 7 6 5 4
Defense 14 13 11
Damage 1 1 1 1

SHIELD AGENT (E) #002, RANGE (1) 6 in., SHIELD, POINTS: 12

Speed 6 5 4 4 4
Attack 7 6 5 4 4
Defense 14 13 12 11
Damage 1 1 1 1 1

SHIELD AGENT (V) #003, RANGE (1) 6 in., SHIELD, POINTS: 14

Speed 6 6 5 4 4
Attack 7 6 5 5 4
Defense 15 14 13 12
Damage 2 1 1 1 1

SHIELD MEDIC (R) #004, RANGE (1) 4 in., SHIELD, POINTS: 12

Speed 6 6 5 4 4
Attack 6 5 4 4 4
Defense 14 13 12
Damage 1su 1 1 1 1

SHIELD MEDIC (E) #005, RANGE (1) 4 in., SHIELD, POINTS: 15

Speed 6 6 5 4 4
Attack 6 5 4 4 4
Defense 14 14 13 12
Damage 1su 1su 1 1 1

SHIELD MEDIC (V) #006, RANGE (1) 4 in., SHIELD, POINTS: 16

Speed 6 6 5 4 4
Attack 6 5 5 4 4
Defense 14 13 12 12
Damage 1su 1su 1su 1 1

SKRULL AGENT (R) #019, RANGE (1) 6 in., SKRULLS, POINTS: 11

Speed 6 5 5 4 4
Attack 7 5 4 4
Defense 15 13 12
Damage 1 1 1 1 1

SKRULL AGENT (E) #020, RANGE (1) 6 in., SKRULLS, POINTS: 13

Speed 6 5 5 4 4
Attack 7 6 5 4 4
Defense 15 13 12 11
Damage 1 1 1 1 1

SKRULL AGENT (V) #021, RANGE (1) 6 in., SKRULLS, POINTS: 16

Speed 7 6 6 5 5
Attack 7 6 6 5 5
Defense 15 14 13 12
Damage 2 1 1 1 1

SKRULL WARRIOR (R) #022, RANGE (1) 8 in., SKRULLS, POINTS: 14

Speed 6 5 5 5 5
Attack 7 5 5 4 4
Defense 15 13 12 12
Damage 1 1 1 1 1

SKRULL WARRIOR (E) #023, RANGE (1) 8 in., SKRULLS, POINTS: 16

Speed 7 6 5 5 5
Attack 7 6 5 4 4
Defense 15 13 13 12
Damage 2 1 1 1 1

SKRULL WARRIOR (V) #024, RANGE (1) 8 in., SKRULLS, POINTS: 17

Speed 7 6 6 5 5
Attack 8 7 6 5 4
Defense 16 14 13 12 12
Damage 2 1 1 1 1

SPIDER-MAN (R) #070, RANGE (1) 4 in., NO FACTION, POINTS: 61

Speed 8ic 8ic 7ic 6ic 6ic 5ic 5
Attack 10ic 8ic 8ic 7ic 7ic 6 5
Defense 16 15 14 13 12 12 11
Damage 2 2 2 2 2 1ow 1ow 1ow

SPIDER-MAN (E) #071, RANGE (1) 4 in., NO FACTION, POINTS: 82

Speed 9ic 8ic 7ic 7ic 6ic 6ic 5ic 5fu
Attack 11ic 9ic 9ic 8ic 8ic 7ic 6 7
Defense 17 16 15 14 13 13 12 11
Damage 2 2 2 2 2ow 1ow 1ow 2ow

SPIDER-MAN (V) #072, RANGE (1) 4 in., SPIDER-MAN, POINTS: 110

Speed 10ic 9ic 8ic 8ic 7ic 7ic 6ic 6ic 5fu
Attack 12ic 11ic 10ic 9ic 9ic 8ic 8ic 7 8
Defense 18 17 16 15 14 13 12 12 11
Damage 2 2 2 2 2 2 1ow 1ow 1ow 2ow

SPIDER-MAN (U) #150, RANGE (1) 6 in., SPIDER-MAN, POINTS: 116

Speed 9ic 8ic 7ic 7ic 6ic 6ic 5ic 5fu
Attack 11ic 9ic 9ic 8ic 8ic 7ic 6 7
Defense 18df 16df 14 14 13 13 12 12
Damage 2 2 2 2ow 2ow 1ow 1ow 2ow

THANOS (U) #141, RANGE (2) 10 in., NO FACTION, POINTS: 185

Speed (cf) 12 10 10 9 9 8 8 8 7 7
Attack 13 14 15 14 13 13 12 11 10 9 8
Defense 18in 17in 17in 17in 16in 15to 14to 13to 12to 11to 10re
Damage 3 3bf 4bf 3 3 2 2 2 2 2 2 2

THUG (R) #013, NO FACTION, POINTS: 6

Speed 5 4 4 4
Attack 6 5 4 4
Defense 13 12 11
Damage 1 1 1 1

THUG (E) #014, NO FACTION, POINTS: 8

Speed 6 5 4 4 4
Attack 7 6 5 4 4
Defense 13 12 12 11
Damage 1 1 1 1 1

THUG (V) #015, NO FACTION, POINTS: 10

Speed 6 5 4 4 4
Attack 7 6 5 4 4
Defense 14 13 13 12
Damage 2 1 1 1 1

ULTRON (R) #133, RANGE (2) 10 in., NO FACTION, POINTS: 111

Speed (cf) 10 10 9 9 8 8 7 6 6
Attack 12ep 12ep 11ep 11 10 10 9 9 9
Defense 17in 16in 14to 14to 13to 13 12 12 11
Damage 3 3 3 3 2 2 2 2 2

ULTRON (E) #134, RANGE (2) 10 in., MINIONS OF DOOM, POINTS: 139

Speed (cf) 10 10 9 9 8 8 7 7 6
Attack 13ep 13ep 12ep 12 11 11 10 10 10
Defense 18in 16in 14to 14to 13to 13to 12 12 11
Damage 3 3 3 3 3 3 2 2 2 2

ULTRON (V) #135, RANGE (3) 10 in., MASTERS OF EVIL, POINTS: 188

Speed (cf) 12 10 9 9 8 8 7 7 6
Attack 14ep 13ep 13ep 12 12 11 11 10 10 9
Defense 18in 17in 16in 14to 14to 13to 13to 12 12 11
Damage 3 3 3 3 3 3 2 2 2 2

VISION (U) #139, RANGE (1) 10 in., AVENGERS, POINTS: 112

Speed (cf) 9ph 9ph 9ph 8ph 8ph 7ph 7ph 7ph
Attack 11sr 11sr 11sr 10sr 10sr 10sr 9 9 9
Defense 17to 17to 16to 16to 15to 14to 14to 13 13
Damage 2 2 2 2 2 2 2 2 2 1

VULTURE (R) #046, NO FACTION, POINTS: 15

Speed (cf) 8 7 6 5 4 4
Attack 7 6 5 4 4
Defense 15 14 13 12 11
Damage 1 1 1 1 1 1

VULTURE (E) #047, SINISTER SYNDICATE, POINTS: 20

Speed (cf) 8 8 7 6 5 4
Attack 7 6 5 4 4
Defense 15 14 13 12 11
Damage 1 1 1 1 1 1

VULTURE (V) #048, NO FACTION, POINTS: 24

Speed (cf) 8ch 8 7 6 5 4
Attack 8 6 5 4 4
Defense 16 14 13 12 11
Damage 2 1 1 1 1 1

WASP (R) #034, RANGE (1) 4 in., NO FACTION, POINTS: 24

Speed (cf) 8 6 5 4 4
Attack 7ic 6 5 4 4
Defense 18 16 15 13
Damage 2 1 1 1 1

WASP (E) #035, RANGE (1) 4 in., AVENGERS, POINTS: 33

Speed (cf) 8 7 6 5 4 4
Attack 7ic 6ic 5 4 4 4
Defense 18 17 15 13 12
Damage 2 2 1 1 1 1

WASP (V) #036, RANGE (1) 6 in., AVENGERS, POINTS: 37

Speed (cf) 8 8 7 6 5 4
Attack 8ic 7ic 6ic 5 4 4
Defense 18 17 17 15 13
Damage 2 2 1 1 1 1

WASP (U) #143, RANGE (1) 4 in., AVENGERS, POINTS: 44

Speed (cf) 8 8 7 6 5 4
Attack 8ic 7ic 6ic 5 4 4
Defense 19 17 17 15 13
Damage 2le 2le 1le 1le 1 1

WHIRLWIND (R) #094, NO FACTION, POINTS: 20

Speed 10fu 10fu 9 9 8 7
Attack 7 7 6 5 4 4
Defense 15eh 15eh 14eh 14eh 13eh 12
Damage 1 1 1 1 1 1 1

WHIRLWIND (E) #095, SINISTER SYNDICATE, POINTS: 32

Speed 12fu 11fu 11fu 10 10 9
Attack 8 7 7 6 5 4 4
Defense 15eh 15eh 14eh 14eh 13eh 13
Damage 2 1 1 1 1 1 1

WHIRLWIND (V) #096, MASTERS OF EVIL, POINTS: 41

Speed 12fu 12fu 11fu 11 10 10
Attack 8 8 7 7 6 5 5
Defense 16eh 15eh 15eh 14eh 14eh 13
Damage 3 2 2 2 1 1 1

WOLFSBANE (R) #028, X-MEN, POINTS: 28

Speed 6 8 8 7 6 6
Attack 6 7bl 8bl 7bl 6
Defense 14 15 15 15 14 11
Damage 1 2 2 2 1 1

WOLFSBANE (E) #029, X-MEN, POINTS: 32

Speed 6 9 8 7 7 6
Attack 7 8bl 9bl 8bl 7 6
Defense 14 15 15 15 14 12
Damage 1 2 2 2 1 1

WOLFSBANE (V) #030, X-MEN, POINTS: 39

Speed 6 10 9 8 7 6 6
Attack 7 10bl 9bl 8bl 7bl 6 6
Defense 14 15 15 15 14 11
Damage 1 2 2 2 1 1 1

WOLVERINE (R) #073, NO FACTION, POINTS: 44

Speed 8st 6st 5 5 4 4 4
Attack 9bl 9bl 8bl 7bl 6bl 6bl
Defense 15to 14to 13 13re 12re 11re
Damage 2 2 2bf 1bf 0bf 0bf

WOLVERINE (E) #074, X-MEN, POINTS: 61

Speed 8st 7st 6st 5 5 4 4
Attack 10bl 9bl 8bl 7bl 7bl 6bl 6bl
Defense 15to 14to 13 13 12re 11re 11re
Damage 2 2 2bf 2bf 1bf 0bf 0bf

WOLVERINE (V) #075, X-MEN, POINTS: 75

Speed 8st 8st 7st 7st 6 5 4 4
Attack 10bl 10bl 9bl 8bl 7bl 6bl 6bl
Defense 16to 15to 14 13 12re 11re 11re
Damage 2 2 2bf 2bf 2bf 1bf 0bf

WOLVERINE (U) #149, NO FACTION, POINTS: 64

Speed 8st 8st 6ch 6ch 5 4 4 4
Attack 12bl 11bl 10bl 10bl 8bl 8bl 7bl
Defense 16to 15to 14 13re 12re 11re 11re
Damage 2 2 2bf 2bf 2bf 1bf 1bf



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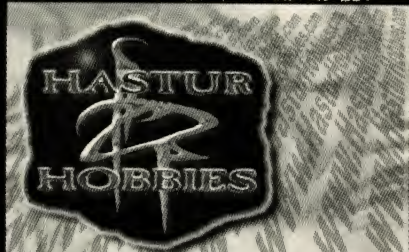
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Earth for its own good!"

Gort



Scrye is the most accurate and current source of game card prices. This price guide is designed to address the needs of both the novice and avid collector.

The prices in the guide have been obtained from regional retail outlets across the country to give you the most accurate picture of the current market trends, and to give you an idea of current national selling prices.

Only A Guide...

SCRYE listings are to be used only as a guide. Prices herein do not represent an offer to buy or sell by the staff, or any support retailer. The SCRYE Guide indicates what price stores around the country are selling collectible cards for, *not* what a reader could sell cards to a store for. Stores, in general, pay less than half the price of what they can sell a card for, and many do not buy in-print single cards at all.

The Numbers: What They Mean

The SCRYE price system is based on quartiles. There is *no* HIGH or LOW price in SCRYE. We give you three figures, not to confuse you but to allow you to note cards which have wide regional ranges and the cards that are firmly set in a certain range.

The Upper and Lower Quartiles give a good indication of the validity of the Median price. A large difference between the quartiles and the Median indicates that there is considerable variation in prices that we received. If the Median figure differs greatly from the Upper and Lower Quartile values, then the range of prices nationally was wide. If the Upper and Lower Quartiles are very close in price to the Median, then the range is very small.

What's A Quartile?

Between 1 and 100 there are 3 quartiles: 25%, 50%, and 75%. The prices in SCRYE show the Upper Quartile (75%) and the Lower Quartile (25%). The SCRYE prices, therefore, represent the 50% range of prices (from 25% to 75%). 25% of the prices were higher than the Upper price and 25% were lower than the Lower price. The Median is the true Median of all data collected.

The first column, labeled UPPER, is the upper quartile of the prices that we received. The second column, MEDIAN, is the median price of the card and the third column, LOWER, is the lower quartile of all the prices that we received. The Median is similar to the average but is a better representation of the value because it is less affected by large variations in prices than a simple average would be.

Why Aren't There Prices For Every Set?

SCRYE uses real data from retail stores. If enough stores don't report activity for a set, we can't generate reliable prices. In general, every broadly-traded set seeing monthly price changes appears in *Scrye*. For lists and prices for *all* sets (including those that never change) consult our *Scrye Collectible Card Game Checklist & Price Guide book*.

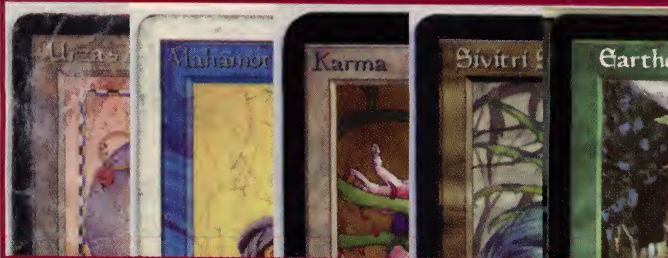
Arrows: Arrows represent a change in Median price from the previous issue.

- ▲ = higher than the Median price in the previous issue
- ▼ = lower than the Median price in the previous issue

Buying Cards? When you buy cards from a mail-order company, always ask these questions before making a decision:

- What condition is the card in?
- How much is the shipping cost?
- Is the card in stock?
- How long will it take to receive it?
- What are my payment options?
- How long has this company been in business?

Poor Good Fine Near Mint Mint



Grading Guide

This simplified grading guide gives basic categories for the condition of game cards and applies to all of the collectible card games. SCRYE card prices are based on Near Mint or Mint condition cards.

However, with card sets that are highly collectible, such as Magic: The Gathering Alpha and Beta, Mint condition cards may command a premium price much higher than the Near Mint price, because perfect cards from those sets are extremely hard to find.

NOTE: Most tournament rules only allow playdecks to have cards all in the same condition, so that an obviously played card cannot be easily identified from the rest of the playdeck.

Mint: This is a card that is perfect in every way.

Near Mint: This (probably) unplayed card shows almost no wear. It may have a few minor scratches or

slight marks on the edges. Generally, collectors seek only Mint and Near Mint cards.

Fine: This card has obviously been played, but not heavily. It lacks marks that would make it easily identifiable. It has some minor scratches and/or less than perfect edges. It will show less than 1/16" depth of white along one or two edges of one face of the card. It may have a minor crease that is only visible close up.

Good: This card has a played look to it. It will have white showing on three or four edges on both faces. It may also have more than 1/16" depth of white showing on an edge on the back face of the card. It may also be a card that looks like a Near Mint card except for one distinguishing wear feature, such as a slight tear or easily identifiable crease. It may also have permanent black marks from dirt. It is only

acceptable for play if it cannot be easily distinguished from the other cards in the play deck.

Poor: Any card in less than Good condition.

Misprints & Errors: If a card is damaged in the factory by being irregularly cut or crimped, it often has no value. However, an irregularly printed card or a printing error which causes an oddity (such as a black card back or the wrong card back) may be sought-after by a collector who is focusing on oddities. If a card has a text/icon/art error that is later corrected, it may have a premium value.

Autographed Cards: So far, an autograph has not lowered a card's value; to some people, an autograph increases the card's value. A card autographed by the game's designer or the card artist is of more value to a collector. A card autographed and augmented by the game's designer is even better!

Alpha, Beta, Unlimited, Revised, etc.:

There are four printings of the most expensive Magic: The Gathering cards (The Black Lotus and the five Moxes): Alpha, Beta, Unlimited & Collector's Edition. Alpha was the first printing for M:TG (295 cards). Beta, the second printing, had 7 cards added which were not found in the Alpha Set: *CoP: Black, Volcanic Island, Swamp-Two Branch, Mountain-Green Branch, Plains-Pink Horizon, Island-Red, Forest-Eyes* (302 cards). These were the only black-bordered printings of The Gathering series. The Unlimited Edition of The Gathering was identical in size and content to Beta; however, the cards had white borders (302 cards). (e.g., A white-bordered Black Lotus is from the Unlimited series.) The Collector's Edition cards have gold borders on the card backs and square corners, but have black borders on the card faces. Because the Collector's Edition was not designed to play with, the Black Lotus and the Moxes in it are not in high demand.

Rarity: C, U, and R denotes which press sheet the card is found on. There were two sheets (Uncommon and Common) in Arabian Nights, Antiquities, Legends, The Dark and Fallen Empires. Three Sheets were used in the first four printings of the main Magic: The Gathering series and Legends. Four Sheets were used in Ice Age and Fourth Edition, and there was an extra sheet for Land cards for Starter decks. A number denotes how many times the card appeared on the press sheet (e.g., a U1 = the card appeared once on the Uncommon sheet, U3 = the card appeared three times on the Uncommon sheet). Rarity is determined by the total number of cards printed. (e.g., A U1 card is more rare than a U2 or U3 card because there were fewer U1 cards printed). F denotes a card that's found in particular starter decks only. PC denotes a card that's in pre-constructed decks.

MAGIC: THE GATHERING SETS

Magic: The Gathering Basic Editions
Alpha: Black-bordered, larger rounded corners than all other printings. Illus. © (Name of artist)
Beta: Black-bordered. Illus. © (Name of artist)
Collector's Edition: Gold-bordered backs with square-cut corners. Illus. © (Name of artist)
Unlimited: White-bordered. Illus. © (Name of artist)
Revised: White-bordered, early printings were pale/light. Illus. © (Name of artist)
Fourth Edition: White-bordered, ©1995 Wizards of the Coast, Inc.
Fifth Edition: White-bordered, ©1997 Wizards of the Coast, Inc.
Classic Edition: Also referred to as 6th Edition. White-bordered, ©1993-1999 Wizards of the Coast, Inc. Cards are numbered #/350
Seventh Edition: White-bordered, TM & ©1993-2001 Wizards of the Coast, Inc.
**Chronicles: White-bordered expansion card ©1995 Wizards of the Coast, Inc. Chronicles cards retain their original expansion symbol but have white borders.
**Note that standard (RV/4/5) cards have no expansion symbols. They are removed when the cards are included in the White-bordered set.

Expansion Symbols

(These are based on the right-hand side of Black-bordered cards, beneath the illustration.)

- Arabian Nights: Scimitar
- Antiquities: Anvil
- Legends: Greek Column Top
- The Dark: Crescent Moon
- Fallen Empires: Crown
- Ice Age: Snowflake
- Homelands: Circular World Symbol
- Alliances: Pennant
- Mirage: Palm Tree
- Visions: "V"
- Astral: Shooting Star

MicroProse Computer Game: Aswan Jaguar G19 prism.

- Portal: Circular Symbol
- Weatherlight: Open Book
- Tempest: Cloud with Lightning Bolt
- Stronghold: Door with Portcullis
- Exodus: Bridge
- Unglued: Broken Egg
- Urza's Saga: Gears
- Urza's Legacy: Hammer
- Classic Edition : Roman Numeral "6"
- Urza's Destiny: Flask
- Mercadian Masques: Mask
- Nemesis: Halberd
- Prophecy: Crystal
- Invasion: Coalition Symbol
- Planeshift: Gate Symbol
- Seventh Edition: "7" Symbol
- Apocalypse: Mask
- Odyssey: Mirari Orb
- Torment: Wurm

Symbol Color Key (Ends on): Gold-Rare, Silver-Uncommon, Black-Common

Magic: The Gathering

Card Color Key

- A: Artifact
- B: Black
- L: Land
- G: Green
- D: Gold/Multi
- R: Red
- U: Blue
- W: White

Lord of the Rings

Card Culture Key

- Shadow Cultures
- IS: Isengard
- MO: Moria
- RW: Ringwraith
- SA: Sauron

Free Peoples Cultures

- DW: Dwarf
- EL: Elf
- GA: Gandalf
- GO: Gondor
- SH: Shire

Mage Knight

Figure Rank Key

- W: Weak
- S: Standard
- T: Tough
- U: Unique

Magic Alpha

290 Cards

Alpha Set	4,150.00	4,100.00	4,050.00
Alpha Starter Box	2,593.75	2,562.50	2,531.25
Alpha Booster Box	3,838.75	3,792.50	3,746.25
Alpha Starter Deck	278.50	275.00	275.00
Alpha Booster Pack	131.75	130.00	130.00

CARD NAME	COL	RAR	UPPER	MEDIAN	LOWER
Air Elemental	U	U	2.80	2.10	1.90
Ancestral Recall	U	R200.00	199.50	189.75	
Animate Artifact	U	U	2.40	2.10	1.90
Animate Dead	B	U	2.70	2.30	2.00
Animate Wall	W	R	7.90	7.40	7.00
Animate Wolf	A	R	8.70	8.00	7.80
Armageddon	W	R	40.25	35.00	33.75
Aspect of Wolf	G	R	9.40	7.40	7.00
Bad Moon	B	R	29.00	26.25	25.00
Badlands	L	R	52.50	50.00	47.50
Balance	W	R	33.50	30.75	30.00
Basalt Monolith	A	U	3.00	2.90	2.30
Bayou	L	R	52.50	50.00	46.00
Benalish Hero	W	C	1.00	1.00	1.00
Berserk	G	U	42.00	38.75	30.50
Birds of Paradise	G	R100.00	89.75	78.75	
Black Knight	B	U	7.00	6.80	6.20
Black Lotus	A	R500.75	437.50	400.00	
Black Vise	A	U	6.40	5.00	4.80
Black Ward	W	U	2.40	2.10	1.90
Blaze of Glory	R	R	36.75	28.00	28.00
Blessing	W	R	11.25	9.00	8.00
Blue Elemental Blast	U	C	1.00	1.00	1.00
Blue Ward	W	U	2.30	2.00	1.60
Bog Wraith	B	U	2.40	2.10	1.90
Brangeyser	R	U	25.25	25.00	25.00
Burrowing	R	U	2.40	2.10	1.90
Camouflage	G	U	5.00	5.00	4.80
Castle	W	U	2.40	2.10	2.00
Celestial Prism	A	U	2.40	2.10	2.00
Channel	G	U	2.40	2.10	1.90
Chaos Orb	A	R	89.00	86.00	80.50
Chaosbane	R	C	6.00	5.00	4.80
Circle of Protection: Blue	W	C	1.00	1.00	1.00
Circle of Protection: Green	W	C	1.00	1.00	1.00
Circle of Protection: Red	W	C	1.00	1.00	1.00
Circle of Protection: White	W	C	1.00	1.00	1.00
Clockwork Beast	A	U	8.60	7.30	7.00
Clone	U	U	10.00	10.00	9.90
Cockatrice	G	U	15.00	13.75	12.00
Consecrate Land	W	U	11.25	6.80	4.80
Conservator	A	U	2.40	2.10	1.90
Contract from Below	B	R	11.50	7.60	7.10
Control Magic	U	U	4.50	3.70	2.90
Conversion	W	U	2.40	2.10	1.90
Copper Tablet	A	U	7.50	5.80	2.80
Copy Artifact	U	R	22.25	20.00	19.75
Counterspell	U	U	13.00	12.25	4.60
Craw Wurm	G	C	1.00	1.00	1.00
Creature Bond	G	C	1.00	1.00	1.00
Crusade	W	R	29.00	26.50	25.00
Crystal Rod	A	U	2.40	2.10	1.90
Cursed Land	B	U	2.40	2.10	1.90
Cyclopean Tomb	A	R	52.50	50.00	50.00
Dark Ritual	B	C	3.80	2.40	1.30
Death Ward	B	C	6.20	5.50	5.00
Deathgrasp	W	C	1.00	1.00	1.00
Deathrattle	B	U	2.40	2.10	2.00
Deathspell	B	U	5.20	5.00	5.00
Demonic Attorney	B	R	8.60	6.90	6.00
Demonic Hordes	B	R	21.00	20.00	20.00
Demonic Tutor	R	B	18.75	17.00	5.60
Dingus Egg	A	U	10.50	10.00	9.90
Disenchant	W	C	4.00	3.90	3.20
Disintegrate	R	C	2.40	2.00	1.90
Disrupting Scepter	R	A	17.00	14.00	12.50
Dragon Whelp	R	U	3.90	3.60	3.10
Drain Life	B	C	2.00	2.00	1.90
Drain Power	R	U	10.50	10.00	9.90
Drudge Skeletons	B	C	1.00	1.00	1.00
Dwarven Demolition Team	R	U	4.90	4.20	2.60
Dwarven Warriors	R	C	1.00	1.00	1.00
Earth Elemental	R	C	2.40	2.10	1.90
Earthbind	R	C	1.00	1.00	1.00
Earthquake	R	R	17.25	15.00	14.75
Elvish Archers	G	R	15.50	14.00	12.50
Evil Presence	B	C	2.40	2.10	1.90
False Orders	R	C	3.10	1.90	1.60
Farmstead	W	R	8.20	7.30	7.00
Fastbond	G	R	15.50	13.50	10.75
Fear	B	C	1.00	1.00	1.00
Feedback	U	U	2.40	2.10	1.90
Fire Elemental	R	U	2.40	2.10	1.90
Fireball	R	C	4.40	4.00	4.00
Firebreathing	R	C	1.00	1.00	1.00
Flashfires	R	U	2.70	2.30	2.00
Flight	U	C	1.00	1.00	1.00
Fog	G	C	1.00	1.00	1.00
Force of Nature	G	R	22.00	15.50	12.00
Forcible	A	R105.00	100.00	100.00	
Forest (2 versions)	L	C	1.00	1.00	1.00
Fork	R	R	42.00	40.00	39.00
Frozen Shade	B	C	1.00	1.00	1.00
Fungusaur	G	R	13.25	8.70	8.10
Gaea's Liege	G	R	14.50	11.50	10.25
Gauntlet of Might	A	R115.50	110.00	110.00	
Giant Growth	G	C	1.80	1.00	1.00

Giant Spider	G	C	1.00	1.00	1.00
Glasses of Urza	A	U	2.40	2.10	1.90
Gloom	B	U	2.40	2.10	1.90
Goblin Balloon Brigade	R	U	2.40	2.10	1.90
Goblin King	R	R	15.50	11.50	10.25
Granite Gargoye	R	R	15.25	14.25	12.50
Gray Ogre	R	C	1.00	1.00	1.00
Green Ward	W	U	2.40	2.10	1.90
Grizzly Bears	G	C	1.00	1.00	1.00
Guardian Angel	W	C	1.00	1.00	1.00
Healing Salve	W	C	1.00	1.00	1.00
Helm of Chazkuz	A	R	9.40	7.60	7.10
Hill Giant	R	C	1.00	1.00	1.00
Holy Armor	W	C	1.00	1.00	1.00
Holy Strength	W	C	1.00	1.00	1.00
Howl from Beyond	B	C	1.40	1.00	1.00
Howling Mine	A	R	26.25	25.00	23.00
Hurlion Minotaur	R	C	1.00	1.00	1.00
Hurricane	G	U	4.70	3.50	2.30
Hypnotic Specter	B	U	11.00	10.50	4.10
Ice Storm	G	U	17.00	11.50	4.30
Icy Manipulator	A	U	40.00	40.00	32.50
Illusory Mask	R	C	41.50	39.75	39.25
Instill Energy	G	U	2.40	2.10	1.90
Invisibility	U	C	4.50	2.00	1.00
Iron Star	A	U	2.40	2.10	1.90
Ironclaw Orcs	R	C	1.00	1.00	1.00
Ironroot Treefolk	G	C	1.00	1.00	1.00
Island Sanctuary	W	R	11.25	7.50	5.60
Ivory Cup	A	U	2.40	2.10	1.90
Jade Monolith	A	R	10.00	8.70	7.30
Jade Statue	A	U	14.25	9.80	7.80
Jayemdae Tome	A	R	18.50	12.75	10.75
Juggernaut	A	U	7.40	7.00	3.30
Jump	U	C	1.00	1.00	1.00
Karma	W	U	2.40	2.10	1.90
Keldon Warlord	R	U	3.00	2.90	2.30
Kormus Bell	A	R	10.00	9.00	6.50
Kudzu	G	R	8.80	6.50	5.20
Lance	W	U	2.40	2.10	1.90
Ley Druid	G	U	2.40	2.10	1.90
Library of Leng	A	U	2.60	2.10	1.90
Lich	B	R	46.75	43.75	40.75
Lifeforce	G	U	2.40	2.10	1.90
Lifeline	G	R	5.20	5.00	4.60
Lifetap	U	U	2.40	2.10	1.90
Lightning Bolt	R	C	7.90	7.50	2.70
Living Artifact	G	R	8.20	7.30	6.30
Living Lands	G	R	8.20	7.30	6.30
Living Wall	A	U	3.00	2.90	2.30
Llanowar Elves	G	C	3.50	1.70	1.10
Lord of Atlantis	U	R	17.00	13.25	10.75
Lord of the Pit	B	R	22.75	21.50	20.25
Lure	G	U	2.40	2.10	1.90
Magical Hack	R	U	10.25	7.80	6.40
Mahamott Djinn	R	U	25.00	25.00	22.50
Mana Flare	R	R	19.25	16.00	14.25
Mana Short	U	R	11.25	10.00	9.90
Mana Vault	A	R	18.25	15.75	15.00
Manabarb	R	U	10.00	9.50	9.00
Meekstone	A	R	11.75	10.25	9.20
Merfolk of the Pearl Tr	U	C	1.00	1.00	1.00
Mesa Pegasus	W	C	1.00	1.00	1.00
Mind Twist	R	B	16.25	14.75	10.25
Mons's Goblin Raiders	R	C	1.00	1.00	1.00
Mountain (2 versions)	L	C	1.00	1.00	1.00
Mox Emerald	A	R200.00	200.00	200.00	
Mox Jet	A	R202.00	200.00	200.00	
Mox Pearl	A	R200.00	200.00	200.00	
Mox Ruby	A	R205.75	200.00	200.00	
Mox Sapphire	A	R219.25	212.50	202.50	
Natural Selection	G	R	31.25	30.00	30.00
Nether Shadow	B	R	10.50	10.25	9.90
Nettling Imp	B	U	2.40	2.10	2.00
Nevinyrral's Disk	A	R	47.50	47.50	34.25
Nightmare	B	R	31.50	30.00	25.00
Northern Paladin	W	R	12.00	10.00	9.90
Obsidian Golem	A	U	2.40	2.10	1.90
Orcish Artillery	R	U	2.40	2.10	1.90
Orcish Oriflame	R	U	3.00	2.90	2.30
Paralyze	B	C	1.00	1.00	1.00
Pearted Unicorn	W	C	1.00	1.00	1.00
Personal Incarnation	B	R	12.00	12.00	11.25
Pestilence	B	C	1.00	1.00	1.00
Phantasmal Terrain	U	U	2.40	2.10	1.90
Phantasmal Terrain	U	U	2.40	2.10	1.90
Phantom Monster	U	U	2.40	2.10	1.90
Pirate Ship	R	U	10.25	9.00	8.10
Plague Rats	B	C	1.00	1.00	1.00
Plains (2 versions)	L	C	1.00	1.00	1.00
Plateau	L	R	53.50	50.00	47.00
Power Leak	U	C	1.00	1.00	1.00
Power Sink	U	C	1.00	1.00	1.00
Power Surge	R	U	10.00	7.70	7.00
Prodigal Sorcerer	U	C	1.90	1.30	1.00
Psionic Blast	U	U	29.75	28.50	22.00
Psychic Venom	C	U	1.00	1.00	1.00
Purulence	W	R	6.00	5.00	5.00
Raging River	R	R	46.75	43.75	40.75
Raise Dead	B	C	1.00	1.00	1.00
Red Elemental Blast	R	C	1.00	1.00	1.00
Red Ward	W	U	2.30	2.00	1.60
Regeneration	G	C	1.00	1.00	1.00
Regrowth	G	U	10.75	10.50	10.00
Resurrection	W	U	2.40	2.10	2.00
Reverse Damage	W	R	12.25	9.50	9.00
Righteousness	W	R	10.75	9.50	9.00
Roc of Kher Ridges	R	R	12.25	10.00	9.90
Rock Hydra	R	R	18.25	12.75	8.90

Rod of Ruin	A	U	2.80	2.70	2.20
Royal Assassin	B	R	35.00	35.00	33.50
Sacrifice	W	B	2.20	2.10	1.90
Samite Healer	W	C	1.00	1.00	1.00
Savannah	L	R	52.50	50.00	47.25
Savannah Lions	W	R	21.50	19.25	16.00
Scathe Zombies	B	C	1.00	1.00	1.00
Scavenging Ghoul	B	U	2.40	2.10	2.00
Scrubland	L	R	52.50	50.00	47.25
Scrib Sprites	G	C	1.00	1.00	1.00
Sea Serpent	U	C	1.00	1.00	1.00
Sedge Troll	R	R	12.50	10.50	8.50
Senjir Vampire	B	R	13.50	11.75	4.10
Serra Angel	W	U	24.50	21.25	6.60
Shanodin Dryads	G	C	1.00	1.00	1.00
Shatter	R	C	1.00	1.00	1.00
Shivan Dragon	R	R	53.50	50.00	45.00
Simulacrum	B	R	2.40	2.10	1.90
Sinkhole	B	C	15.00	12.25	7.90
Siren's Call	U	U	2.40	2.10	1.90
Sleight of Mind	U	R	8.20	7.30	7.00
Smoke	R	R	8.40	6.70	6.10
Sol Ring	A	U	20.00	19.50	

Magic: The Gathering



Iron Star	A	U	2.80	2.50	2.10
Ironclaw Orcs	R	C	1.50	1.00	1.00
Ironroot Treefolk	G	C	1.00	1.00	1.00
Island (3 versions)	L	C	1.00	1.00	1.00
Island Sanctuary	W	R	12.50	10.00	9.10
Ivory Cup	A	U	2.80	2.50	2.10
Jade Monolith	A	R	11.50	8.50	7.80
Jade Statue	A	U	15.00	12.50	11.25
Jayemdae Tome	A	R	21.50	17.00	15.50
Juggernaut	A	U	11.25	9.00	8.00
Jump	U	C	1.00	1.00	1.00
Karma	W	U	3.00	3.00	2.40
Keldon Warlord	R	U	3.60	3.00	2.90
Kormus Bell	A	R	9.30	8.00	6.70
Kudzu	G	R	8.20	6.80	5.00
Lance	W	U	3.00	2.50	2.20
Ley Druid	G	U	3.00	2.50	2.20
Library of Leng	A	U	3.00	3.00	2.40
Lich	B	R	41.50	38.00	35.75
Lifeforce	G	U	3.10	2.50	2.20
Lifelace	G	U	7.30	7.00	6.00
Lifetap	U	U	3.00	2.50	2.30
Lightning Bolt	R	C	11.00	10.00	4.50
Living Artifact	G	R	8.50	7.00	6.40
Living Lands	G	R	8.80	6.60	6.00
Living Wall	A	U	3.10	3.00	2.90
Llanowar Elves	U	R	7.60	6.00	1.50
Lord of Atlantis	U	U	10.00	9.50	8.20
Lord of the Pit	B	R	23.50	16.00	11.25
Lure	G	U	3.00	3.00	2.40
Magical Hack	U	R	3.30	6.80	6.00
Mahamoti Djinn	U	R	24.50	20.00	16.00
Mana Flare	R	R	21.75	14.00	9.30
Mana Short	U	R	13.50	8.30	7.00
Mana Vault	U	R	25.75	23.50	22.00
Manabarb	R	R	10.75	8.00	6.90
Meekstone	A	R	19.00	14.00	12.75
Merfolk of the Pearl Tr	U	C	1.00	1.00	1.00
Mesa Pegasus	W	C	1.00	1.00	1.00
Mind Twist	R	R	29.25	21.00	17.00
Mons's Goblin Raiders	R	C	1.00	1.00	1.00
Mountain (3 versions)	L	C	1.00	1.00	1.00
Mox Emerald	A	R	228.00	223.50	218.75
Mox Jet	A	R	228.00	223.50	218.75
Mox Pearl	A	R	228.00	223.50	218.75
Mox Ruby	A	R	228.00	223.50	218.75
Mox Sapphire	A	R	228.00	223.50	218.75
Natural Selection	G	R	30.00	30.00	29.00
Nether Shadow	B	R	13.50	12.00	11.75
Nettling Imp	B	U	3.10	3.00	2.40
Nevinyrral's Disk	A	R	58.25	55.00	46.25
Nightmare	B	R	32.75	29.50	17.50
Northern Paladin	W	R	13.50	10.00	7.50
Obsidian Golem	A	U	3.00	2.80	2.70
Orcish Artillery	R	U	3.00	2.60	2.30
Orcish Driftname	R	U	3.00	2.60	2.30
Paralyze	B	C	1.00	1.00	1.00
Pearled Unicorn	W	C	1.00	1.00	1.00
Personal Incarnation	B	R	13.50	10.00	7.50
Pestilence	B	C	1.80	1.50	1.00
Phantasmal Forces	U	U	3.00	2.60	2.30
Phantasmal Terrain	U	C	1.00	1.00	1.00
Phantom Monster	U	U	3.00	2.50	2.20
Pirate Ship	U	U	9.80	8.00	6.90
Plague Rats	B	C	1.00	1.00	1.00
Plains (3 versions)	L	C	1.00	1.00	1.00
Plateau	L	R	69.25	68.25	56.25
Power Leak	U	C	1.00	1.00	1.00
Power Sink	U	C	2.60	1.50	1.00
Power Surge	R	R	10.50	8.00	7.90
Prodigal Sorcerer	U	C	2.70	2.00	1.50
Psionic Blast	U	U	30.75	30.00	30.00
Psychic Venom	U	C	1.00	1.00	1.00
Purelace	W	R	6.70	6.00	5.50
Raging River	R	R	43.50	40.00	39.00
Raise Dead	B	C	1.00	1.00	1.00
Red Elemental Blast	R	C	1.70	1.10	1.00
Red Ward	W	U	2.10	2.00	1.90
Regeneration	G	C	1.00	1.00	1.00
Regrowth	G	U	14.00	11.50	10.50
Resurrection	U	U	3.10	2.50	2.20
Reverse Damage	R	R	17.00	14.75	14.00
Righteousness	W	R	14.25	11.00	8.20

Roc of Kher Ridges	R	R	13.75	11.50	9.80
Rock Hydra	R	R	18.25	12.25	11.50
Rod of Ruin	A	U	3.10	2.80	2.70
Royal Assassin	B	R	33.50	28.00	25.25
Sacrifice	B	U	3.00	2.60	2.30
Samite Healer	W	C	1.00	1.00	1.00
Savannah	L	R	69.25	64.50	55.00
Savannah Lions	W	R	24.75	24.50	20.50
Scathe Zombies	B	C	1.00	1.00	1.00
Scavenging Ghoul	B	U	3.00	2.60	2.30
Scrubland	L	R	68.75	60.00	37.25
Scryb Sprites	G	C	1.00	1.00	1.00
Sea Serpent	U	C	1.00	1.00	0.70
Sedge Troll	R	R	8.00	8.00	7.80
Sengir Vampire	R	U	19.50	19.00	17.75
Serra Angel	W	U	39.25	37.50	33.50
Shanodin Dryads	G	C	1.00	1.00	0.70
Shatter	R	C	1.00	1.00	1.00
Shivan Dragon	R	R	45.00	45.00	42.75
Simulacrum	B	U	3.00	2.60	2.30
Sinkhole	B	C	15.75	10.00	5.50
Siren's Call	U	U	3.00	2.60	2.30
Sleight of Mind	U	R	13.25	10.00	9.00
Smoke	R	R	7.70	6.40	6.00
Sol Ring	A	U	28.00	26.00	21.00
Soul Net	A	U	3.00	2.60	2.30
Spell Blast	C	C	1.90	1.50	1.00
Stasis	R	R	15.50	15.00	14.50
Steal Artifact	U	U	3.00	3.00	2.40
Stone Giant	R	U	3.00	2.60	2.30
Stone Rain	R	C	3.20	3.00	1.50
Stream of Life	G	C	1.50	1.00	1.00
Sunglasses of Urza	A	R	10.25	8.00	6.70
Swamp (3 versions)	L	C	1.00	1.00	1.00
Swords to Plowshares	W	U	20.00	20.00	17.00
Taiga	L	R	69.25	68.25	57.50
Terror	B	C	2.90	2.50	1.00
The Hive	A	R	9.30	8.00	6.90
Thicket Basilisk	G	U	3.10	3.00	2.90
Thoughtlace	U	R	6.70	5.50	5.20
Throne of Bone	A	U	3.00	2.60	2.30
Timber Wolves	G	R	9.30	7.80	6.00
Time Vault	A	R	71.75	65.00	61.50
Time Walk	U	R	237.50	200.00	195.00
Timetwister	U	R	197.25	190.50	175.00
Tranquility	G	C	1.00	1.00	1.00
Tropical Island	L	R	68.75	68.25	56.25
Tsunami	G	U	3.10	2.60	2.30
Tundra	L	R	70.00	68.25	57.50
Tunnel	R	U	3.00	2.80	2.70
Twiddle	U	C	1.00	1.00	0.70
Two-Headed Giant	R	R	51.25	42.50	40.75
Underground Sea	L	R	72.00	68.25	56.75
Unholy Strength	B	C	1.90	1.50	1.00
Unsummon	U	C	1.00	1.00	0.70
Uttheden Troll	U	U	3.00	2.50	2.10
Verduran Enchantress	G	R	10.75	8.00	6.90
Vesuvan Doppelganger	U	R	30.25	29.50	27.00
Veteran Bodyguard	R	R	13.75	10.00	9.50
Volcanic Eruption	U	R	8.80	6.60	6.00
Volcanic Island	L	R	70.00	68.25	57.50
Wall of Air	U	U	3.00	2.60	2.30
Wall of Bone	B	U	3.00	2.60	2.30
Wall of Brambles	G	U	3.00	2.60	2.30
Wall of Fire	R	U	3.00	2.60	2.30
Wall of Ice	G	U	3.00	2.60	2.30
Wall of Stone	R	U	3.00	2.60	2.30
Wall of Swords	W	U	3.00	2.60	2.30
Wall of Water	U	U	3.00	2.50	2.10
Wall of Wood	G	C	1.00	1.00	0.70
Warfare	G	U	3.00	2.60	2.30
War Mammoth	G	C	1.00	1.00	0.70
Warp Artifact	B	R	8.00	7.50	6.80
Water Elemental	U	U	3.00	2.60	2.30
Weakness	B	C	1.00	1.00	1.00
Web	G	R	7.70	7.00	6.30
Wheel of Fortune	R	R	28.00	26.50	21.25
White Knight	W	U	13.50	10.50	9.00
White Ward	W	U	2.10	2.00	1.90
Wild Growth	G	R	1.90	1.80	1.00
Will-O'-The-Wisp	B	R	17.50	16.00	14.50
Winter Orb	A	R	25.75	19.25	17.00
Wooden Sphere	A	U	3.00	2.60	2.30
Word of Command	R	R	51.25	50.00	47.50
Wrath of God	W	R	58.25	52.50	46.00
Zombie Master	B	R	13.25	12.25	11.75
Total			6,183.65	5,556.75	4,948.00

MAGIC
The Gathering

Unlimited
292 Cards

Unlimited Set	2200.00	2200.00	2200.00
Unlimited Starter Box	1850.00	1850.00	1850.00
Unlimited Booster Box	2400.00	2400.00	2400.00
Unlimited Starter Deck	210.00	210.00	210.00
Unlimited Booster Pack	95.00	95.00	95.00

CARD NAME	COL	BAR	UPPER	MEDIAN	LOWER
Air Elemental	U	U	1.30	1.00	1.00
Ancestral Recall	U	R	153.50	150.00	145.00
Animate Artifact	U	U	1.20	1.00	1.00
Animate Dead	B	U	1.10	1.00	1.00
Animate Wall	A	U	5.00	4.00	3.60
Ankh of Mishra	A	R	5.00	4.30	3.90
Armageddon	R	R	11.00	7.00	6.30
Aspect of Wolf	G	R	5.00	4.00	3.60
Bad Moon	B	R	6.80	6.00	5.70
Badlands	L	R	19.00	16.75	14.25

Balance	W	R	10.25	5.00	4.70
Basalt Monolith	A	U	1.10	1.00	1.00
Bayou	L	R	18.50	15.00	14.75
Benaiah Hero	W	C	0.50	0.25	0.25
Berserk	G	U	25.75	21.00	12.00
Birds of Paradise	G	R	18.25	14.25	12.00
Black Knight	B	U	2.50	1.00	1.00
Black Lotus	A	R	307.50	300.00	251.25
Black Vise	A	U	1.30	1.00	1.00
Black Ward	W	U	1.10	1.00	1.00
Blaze of Glory	W	R	21.25	19.75	18.00
Blessing	W	R	5.00	4.00	3.80
Blue Elemental Blast	U	C	0.50	0.25	0.25
Blue Ward	W	U	1.10	1.00	1.00
Bog Wraith	B	U	1.10	1.00	1.00
Braingeyser	U	R	7.80	5.00	4.70
Burrowing	R	U	1.10	1.00	1.00
Camouflage	G	U	4.30	3.00	2.40
Castle	W	U	1.10	1.00	1.00
Celestial Prism	A	U	1.10	1.00	1.00
Channel	G	U	1.30	1.00	1.00
Chaos Orb	A	R	60.00	52.50	48.50
Chaoslace	R	R	5.00	4.00	3.60
Circle of Protection: Black	W	C	0.50	0.25	0.25
Circle of Protection: Blue	W	C	0.50	0.25	0.25
Circle of Protection: Green	W	C	0.50	0.25	0.25
Circle of Protection: Red	W	C	0.50	0.25	0.25
Circle of Protection: White	W	C	0.50	0.25	0.25
Clockwork Beast	A	R	5.00	3.80	3.00
Clone	U	U	6.30	5.00	4.00
Cockatrice	G	U	5.00	4.00	3.80
Consecrate Land	W	U	4.30	4.00	3.70
Conservator	A	U	1.10	1.00	1.00
Contract from Below	B	R	5.00	4.00	3.90
Control Magic	U	U	1.90	1.00	1.00
Conversion	W	U	1.10	1.00	1.00
Copper Tablet	A	U	1.30	1.00	1.00
Copy Artifact	U	R	5.60	5.00	5.00
Counterspell	U	U	4.60	1.50	1.00
Craw Worm	G	C	0.50	0.25	0.25
Creature Bond	U	C	0.50	0.25	0.25
Crusade	W	R	6.80	6.00	5.70
Crystal Rod	A	U	1.10	1.00	1.00
Cursed Land	B	U	1.10	1.00	1.00
Cyclopean Tomb	A	R	32		

Sol Ring	A	U	4.30	1.90	1.00
Soul Net	A	U	1.10	1.00	1.00
Spell Blast	U	C	0.60	0.25	0.25
Stasis	U	R	5.70	5.00	4.70
Steal Artifact	U	U	1.10	1.00	1.00
Stone Giant	R	U	1.10	1.00	1.00
Stone Rain	R	C	0.60	0.25	0.25
Stream of Life	G	C	0.50	0.25	0.25
Sunglasses of Urza	A	R	5.00	5.00	4.70
Swamp (3 Versions)	L	C	3.00	0.25	0.20
Swords to Plowshares	W	U	3.30	1.50	1.40
Taiga	L	R	19.25	16.00	14.75
Terror	B	C	0.50	0.25	0.25
The Hive	A	R	5.00	5.00	4.70
Thicket Basilisk	G	U	1.30	1.00	1.00
Thoughtlace	U	R	5.00	4.50	3.70
Throne of Bone	A	U	1.10	1.00	1.00
Timber Wolves	G	R	5.00	4.50	3.80
Time Vault	A	R	55.00	55.00	53.75
Time Walk	U	R	184.50	170.25	155.00
Timetwister	U	R	137.50	130.00	113.75
Tranquility	G	C	0.50	0.25	0.25
Tropical Island	L	R	18.00	15.00	14.75
Tsunami	G	U	1.30	1.00	1.00
Tundra	L	R	19.00	16.00	14.75
Tunnel	R	U	1.10	1.00	1.00
Twiddle	C	R	0.50	0.25	0.25
Two-Headed Giant	R	C	31.25	15.00	13.50
Underground Sea	L	R	18.50	16.00	14.75
Unholy Strength	B	C	0.50	0.25	0.25
Unsummon	C	R	0.50	0.25	0.25
Uthden Troll	R	U	1.10	1.00	1.00
Verduran Enchantress	G	R	6.50	4.00	3.80
Vesuvan Doppelganger	R	U	15.25	8.00	7.00
Veteran Bodyguard	W	R	6.40	5.00	4.70
Volcanic Eruption	U	R	6.60	5.00	4.70
Volcanic Island	L	R	19.25	15.75	14.75
Wall of Air	U	U	1.30	1.00	1.00
Wall of Bone	B	U	1.10	1.00	1.00
Wall of Brambles	G	U	1.10	1.00	1.00
Wall of Fire	R	U	1.10	1.00	1.00
Wall of Ice	G	U	1.10	1.00	1.00
Wall of Stone	R	U	1.10	1.00	1.00
Wall of Swords	W	U	1.30	1.00	1.00
Wall of Water	U	U	1.10	1.00	1.00
Wall of Wood	G	C	0.50	0.25	0.25
Wanderlust	G	U	1.10	1.00	1.00
War Mammoth	G	C	0.50	0.25	0.25
Warp Artifact	B	R	5.30	5.00	4.60
Water Elemental	U	U	1.10	1.00	1.00
Weakness	B	C	0.50	0.25	0.25
Web	R	G	5.30	4.40	3.80
Wheel of Fortune	R	R	8.30	6.00	5.70
White Knight	W	U	2.10	1.00	1.00
White Ward	W	U	1.10	1.00	1.00
Wild Growth	G	C	0.50	0.25	0.25
Will-O'-The-Wisp	B	R	6.30	5.00	5.00
Winter Orb	A	R	6.80	6.00	5.70
Wooden Sphere	A	U	1.10	1.00	1.00
Word of Command	R	B	43.50	33.50	17.25
Wrath of God	W	R	12.00	7.50	6.10
Zombie Master	B	R	6.80	5.00	4.70
Total			3173.45	2753.45	2492.25



Revised
296 Cards

Revised Set	243.75	237.50	231.25
Revised Starter Box	271.75	264.50	257.25
Revised Booster Box	293.75	287.50	281.25
Revised Starter Deck	32.50	30.00	27.50
Revised Booster Pack	11.00	10.00	10.00

CARD NAME	COL	RAR	UPPER	MEDIAN	LOWER
Air Elemental	U	U	1.00	1.00	0.80
Aladdin's Lamp	A	R	4.00	3.00	2.80
Aladdin's Ring	A	R	3.50	2.80	2.30
Animate Artifact	U	U	1.00	1.00	0.70
Animate Dead	B	U	1.00	1.00	0.80
Animate Wall	W	R	4.00	3.00	3.00
Ankh of Mishra	A	R	5.00	4.00	3.30
Armageddon Clock	A	R	7.00	5.80	5.30
Armageddon Clock	A	R	4.50	3.00	3.00
Aspect of Wolf	G	R	5.00	3.50	3.00
Atoq	R	C	0.25	0.25	0.25
Bad Moon	B	R	6.00	6.00	5.30
Badlands	L	R	15.00	14.00	13.00
Balance	W	R	5.80	5.00	3.80
Basalt Monolith	A	U	1.00	1.00	0.80
Bayou	L	R	14.50	14.00	13.25
Benalish Hero	W	C	0.25	0.25	0.20
Birds of Paradise	G	R	14.25	12.00	10.50
Black Knight	B	U	1.80	1.30	1.00
Black Vise	A	U	1.30	1.00	1.00
Black Ward	W	U	1.00	0.50	0.50
Blessing	W	R	5.00	3.80	3.00
Blue Elemental Blast	C	R	0.25	0.25	0.20
Blue Ward	W	U	1.00	0.50	0.50
Bog Wraith	B	U	1.00	1.00	0.70
Bottle of Suleiman	A	R	4.50	3.00	3.00
Braingeyser	A	U	5.20	4.90	4.40
Brass Man	A	U	1.00	1.00	0.70
Burrowing	R	U	1.00	1.00	0.70
Castle	W	U	1.00	1.00	0.70
Celestial Prism	A	U	1.00	1.00	0.70
Channel	G	U	2.00	1.00	1.00
Chaosface	R	R	3.00	3.00	3.00
Circle of Protection: Black	W	C	0.25	0.25	0.20

Circle of Protection: Blue	W	C	0.25	0.25	0.20
Circle of Protection: Green	W	C	0.25	0.25	0.20
Circle of Protection: Red	W	C	0.25	0.25	0.20
Circle of Protection: White	W	C	0.25	0.25	0.20
Clockwork Beast	A	R	3.50	3.00	3.00
Clone	U	U	3.80	3.00	1.00
Cockatrice	G	R	5.00	3.50	3.00
Conservator	A	U	1.00	1.00	0.70
Contract from Below	B	R	4.50	3.80	3.00
Control Magic	U	U	1.00	1.00	1.00
Conversion	W	U	1.00	1.00	0.70
Copy Artifact	U	R	6.00	5.50	5.00
Counterspell	U	U	1.50	1.00	1.00
Craw Wurm	G	C	0.25	0.25	0.20
Creature Bond	U	C	0.25	0.25	0.20
Crumble	G	U	1.00	1.00	0.70
Crusade	W	R	6.00	5.30	4.90
Crystal Rod	A	U	1.00	1.00	0.70
Cursed Land	B	U	1.00	1.00	0.70
Dancing Scimitar	A	R	5.00	3.50	3.20
Dark Ritual	B	C	0.25	0.25	0.25
Darkpact	B	R	4.00	3.30	3.00
Death Ward	W	C	0.25	0.25	0.20
Deathrip	B	U	1.00	1.00	0.70
Deathlace	R	B	3.80	3.00	3.00
Demonic Attorney	B	R	4.00	3.00	3.00
Demonic Hordes	B	R	6.00	4.50	4.00
Demonic Tutor	B	R	4.50	3.00	1.50
Desert Twister	G	U	1.00	1.00	0.70
Dingus Egg	A	R	4.00	4.00	3.20
Disenchant	W	C	0.25	0.25	0.25
Disintegrate	R	C	0.25	0.25	0.25
Disrupting Scepter	A	R	5.00	4.00	3.40
Dragon Engine	A	R	4.00	4.00	3.00
Dragon Whelp	R	U	1.00	1.00	1.00
Drain Life	B	C	0.25	0.25	0.20
Drain Power	U	U	5.00	4.00	3.50
Drudge Skeletons	B	C	0.25	0.25	0.20
Dwaven Warriors	R	C	0.25	0.25	0.20
Dwaven Weaponsmith	R	U	1.00	1.00	1.00
Earth Elemental	R	U	1.00	1.00	0.70
Earthbind	R	C	0.25	0.25	0.25
Earthquake	R	U	5.00	5.00	3.80
Ebony Horse	A	R	4.50	3.00	3.00
El-Hajjaj	B	R	5.00	3.00	3.00
Elish Archers	G	U	5.00	4.80	3.50
Energy Flux	U	U	1.00	1.00	0.70
Erg Raiders	B	C	0.25	0.25	0.20
Evil Presence	B	U	1.00	1.00	0.70
Eye for an Eye	W	U	5.00	4.00	3.50
Farmstead	R	U	5.00	5.00	3.50
Fastbond	G	R	5.00	4.30	3.00
Fear	B	C	0.25	0.25	0.20
Feedback	U	U	1.00	1.00	0.70
Fire Elemental	R	U	1.00	1.00	0.70
Fireball	R	C	0.40	0.25	0.25
Firebreathing	R	C	0.25	0.25	0.20
Flashfires	R	U	1.00	1.00	0.80
Flight	U	C	0.25	0.25	0.20
Flying Carpet	A	R	4.00	3.00	3.00
Fog	G	C	0.25	0.25	0.20
Force of Nature	G	R	5.50	5.00	4.30
Force (3 Versions)	L	C	0.20	0.10	0.10
Fork	R	R	13.50	10.50	7.50
Frozen Shade	B	C	0.25	0.25	0.20
Fungusaur	G	R	4.00	3.00	3.00
Gaea's Liege	G	R	5.00	3.00	3.00
Giant Growth	G	C	0.25	0.25	0.25
Giant Spider	G	C	0.25	0.25	0.20
Glasses of Urza	A	U	1.00	1.00	0.70
Gloom	B	U	1.00	1.00	0.70
Goblin Balloon Brigade	R	U	1.00	1.00	0.70
Goblin King	R	U	5.00	5.00	4.50
Granite Gargoyle	R	R	6.00	4.30	3.00
Gray Ogre	R	C	0.25	0.25	0.20
Green Ward	W	U	1.00	1.00	0.70
Grizzly Bears	G	C	0.25	0.25	0.20
Guardian Angel	W	C	0.25	0.25	0.25
Healing Salve	W	C	0.25	0.25	0.20
Helm of Chutzak	A	R	4.00	4.00	3.30
Hill Giant	R	C	0.25	0.25	0.20
Holy Armor	W	C	0.25	0.25	0.20
Holy Strength	W	C	0.25	0.25	0.20
Howl from Beyond	B	C	0.25	0.25	0.20
Howling Mine	A	R	7.00	5.80	5.30
Hurkyl's Recall	R	U	4.00	3.00	2.50
Hurlion Minotaur	U	R	0.25	0.25	0.20
Hurricane	G	U	1.00	1.00	0.70
Hypnotic Specter	B	U	2.60	2.00	1.50
Instill Energy	G	U	1.00	1.00	0.70
Iron Star	A	U	1.00	1.00	0.70
Ironroot Treefolk	G	C	0.25	0.25	0.20
Island (3 Versions)	L	C	0.25	0.15	0.10
Island Fish Jasonius	U	R	3.80	3.50	3.00
Island Sanctuary	W	R	4.40	4.00	2.50
Ivory Cup	A	U	1.00	1.00	0.70
Ivory Tower	A	R	5.00	5.00	5.00
Jade Monolith	A	R	4.50	4.00	3.20
Jandor's Ring	A	R	4.50	3.30	3.00
Jandor's Saddlebags	A	R	3.50	3.00	3.00
Jayemdae Tome	A	R	4.50	3.50	3.00
Juggernaut	A	U	4.00	2.50	1.00
Jump	U	C	0.25	0.25	0.20
Karma	W	U	1.00	1.00	0.80
Keldon Warlord	R	U	1.00	1.00	0.90
Kird Ape	R	C	0.80	0.50	0.25
Kormus Bell	A	R	4.50	3.50	3.00
Kudzu	G	R	4.00	3.50	3.00
Lance	W	U	1.00	1.00	0.80
Ley Druid	G	U	1.00	1.00	0.70

Library of Leng	A	U	1.00	1.00	0.70
Lifelorce	G	U	1.00	1.00	0.70
Lifeface	G	R	3.00	3.00	3.00
Lifetap	U	U	1.00	1.00	0.70
Lightning Bolt	C	R	1.00	1.00	0.25
Living Artifact	R	R	4.00	3.30	3.00
Living Lands	G	R	4.00	3.30	3.00
Living Wall	A	U	1.00	1.00	0.80
Llanowar Elves	G	C	0.25	0.25	0.25
Lord of Atlantis	U	R	5.00	4.30	3.50
Lord of the Pit	B	R	5.50	5.00	4.40
Lure	G	U	1.00	1.00	0.70
Magical Hack	R	U	4.00	3.80	3.00
Magnetic Mountain	R	R	4.00	4.00	3.20
Mahamoti Djinn	U	R	6.00	6.00	6.00
Mana Flare	R	R	5.00	4.50	3.50
Mana Short	U	R	5.00	5.00	3.80
Mana Vault	A	R	5.00	5.00	4.30
Manabarb	R	R	4.00	4.00	3.50
Meekstone	A	R	5.10	5.00	4.00
Merfolk of the Pearl Trident	U	C	0.25	0.25	0.20
Mesa Pegasus	W	C	0.25	0.25	0.20
Milae Djinn	R	R	5.00	5.00	4.00
Millstone	A	R	6.00	5.80	5.00
Mind Twist	B	R	5.30	5.00	

Magic: The Gathering



Adarkar Wastes

• Add one colorless mana to your mana pool.
• Add * or • to your mana pool. Adarkar Wastes deals 1 damage to you.

Illustration by Gary Leach

Circle of Protection: Blue	W	C	0.25	0.20	0.10
Circle of Protection: Green	W	C	0.25	0.20	0.10
Circle of Protection: Red	W	C	0.25	0.20	0.10
Circle of Protection: White	W	C	0.25	0.20	0.10
Clay Statue	A	C	0.25	0.20	0.10
Clockwork Avian	A	R	3.00	3.00	2.00
Clockwork Beast	A	R	3.00	3.00	3.00
Cockatrice	A	R	4.00	4.00	3.00
Colossus of Sardia	A	R	4.00	3.50	3.00
Conservator	A	U	1.00	0.80	0.50
Control Magic	U	U	1.00	1.00	0.50
Conversion	W	U	1.00	0.80	0.50
Coral Helm	A	R	3.00	2.00	1.00
Cosmic Horror	B	R	4.00	3.50	3.00
Counterspell	U	U	1.00	1.00	1.00
Craw Worm	G	C	0.25	0.20	0.15
Creature Bond	U	C	0.25	0.20	0.10
Crimson Manticores	R	R	3.00	3.00	1.00
Crumble	G	U	1.00	0.80	0.50
Crusade	W	U	5.00	5.00	5.00
Crystal Rod	A	U	1.00	0.80	0.50
Cursed Land	B	U	1.00	0.80	0.50
Cursed Rack	A	U	1.00	1.00	1.00
Cyclopean Mummy	B	C	0.25	0.20	0.10
Dancing Scimitar	A	R	3.00	2.00	1.00
Dark Ritual	B	C	0.25	0.25	0.10
Death Ward	W	C	0.25	0.20	0.10
Deathring	W	U	1.00	0.80	0.50
Deathlance	B	R	3.00	1.50	1.00
Desert Twister	G	U	1.00	0.80	0.50
Detonate	R	U	1.00	0.90	0.50
Diabolic Machine	A	U	1.00	0.80	0.50
Dingus Egg	A	R	3.00	3.00	3.00
Disenchant	W	C	0.25	0.25	0.15
Disintegrate	R	C	0.25	0.25	0.15
Disrupting Scepter	A	R	2.60	2.00	2.00
Divine Transformation	W	U	1.00	1.00	1.00
Dragon Engine	A	R	3.00	1.50	1.00
Dragon Whelp	R	U	1.00	1.00	0.50
Drain Life	B	C	0.25	0.20	0.15
Drain Power	U	R	4.00	3.50	3.00
Dudge Skeletons	B	C	0.25	0.20	0.10
Durkwood Boars	G	C	0.25	0.20	0.10
Dwarven Warriors	R	C	0.25	0.20	0.10
Earth Elemental	R	U	1.00	0.80	0.50
Earthquake	R	R	5.00	4.00	3.50
Ebony Horse	A	R	3.00	2.00	1.00
Elder Land Wurm	W	R	4.00	3.50	3.00
El-Hajaj	B	R	4.00	3.50	3.00
Elven Riders	G	U	1.00	1.00	0.50
Elvish Archers	G	U	4.00	3.00	3.00
Energy Flux	U	U	1.00	0.80	0.50
Energy Tap	U	C	0.25	0.20	0.10
Erg Raiders	B	C	0.25	0.20	0.10
Erosion	U	C	0.25	0.20	0.10
Eternal Warrior	R	C	0.25	0.20	0.10
Evil Presence	B	U	1.00	0.80	0.50
Eye for an Eye	W	R	3.00	3.00	3.00
Fear	B	C	0.25	0.20	0.10
Feedback	U	U	1.00	0.80	0.50
Fellwar Stone	A	U	1.00	1.00	1.00
Fire Elemental	R	U	1.00	0.80	0.50
Fireball	R	C	0.25	0.25	0.15
Firebreathing	R	C	0.25	0.20	0.10
Fissure	R	C	0.25	0.20	0.10
Flashfires	R	U	1.00	1.00	0.50
Flight	U	C	0.25	0.20	0.10
Flood	U	C	0.25	0.20	0.10
Flying Carpet	A	R	3.00	2.00	1.00
Fog	G	C	0.25	0.20	0.10
Force of Nature	G	R	6.30	4.50	3.00
Forest (3 versions)	L	C	0.25	0.15	0.10
Fortified Area	L	C	0.25	0.15	0.10
Frozen Shade	B	C	0.25	0.20	0.10
Fungusaur	G	R	3.00	3.00	3.00
Gaea's Liege	G	R	5.00	4.00	3.00
Gaseous Form	U	C	0.25	0.20	0.10
Ghost Ship	U	U	1.00	0.80	0.50
Giant Growth	G	C	0.25	0.25	0.10
Giant Spider	G	C	0.25	0.20	0.15
Giant Strength	R	C	0.25	0.20	0.10
Giant Tortoise	U	C	0.25	0.20	0.10
Glasses of Urza	A	U	1.00	0.80	0.50

Gloom	B	U	1.00	0.80	0.50
Goblin Balloon Brigade	R	U	1.00	0.80	0.50
Goblin King	R	R	5.00	5.00	4.00
Goblin Rock Sled	R	C	0.25	0.20	0.10
Grapeshot Catapult	A	C	0.25	0.20	0.10
Gray Ogre	R	C	0.25	0.20	0.10
Greed	B	R	3.00	2.50	2.00
Green Mana Battery	A	R	3.00	3.00	3.00
Green Ward	W	U	1.00	0.80	0.50
Grizzly Bears	G	C	0.25	0.20	0.10
Healing Salve	W	C	0.25	0.20	0.10
Helm of Chaztuk	A	R	3.00	3.00	2.00
Hill Giant	W	C	0.25	0.20	0.10
Holy Armor	W	C	0.25	0.20	0.10
Holy Strength	W	C	0.25	0.20	0.10
Howl from Beyond	B	C	0.25	0.20	0.10
Howling Mine	A	R	6.30	5.50	5.00
Hurky's Recall	U	R	3.00	3.00	2.00
Hurlion Minotaur	R	C	0.25	0.20	0.10
Hurr Jackal	R	U	3.00	2.00	2.00
Hurricane	G	U	1.00	0.80	0.50
Hypnotic Specter	B	U	2.00	1.10	1.00
Immolation	R	C	0.25	0.20	0.10
Inferno	R	U	4.00	4.00	3.00
Instill Energy	G	U	1.00	0.80	0.50
Iron Star	R	C	0.25	0.25	0.10
Ironclaw Orcs	A	C	0.25	0.25	0.15
Ironroot Treefolk	C	C	0.25	0.20	0.10
Island (3 versions)	L	C	0.25	0.15	0.10
Island Fish Jasoncious	U	R	3.00	2.50	2.00
Island Sanctuary	W	R	4.00	3.00	3.00
Ivory Cup	A	U	1.00	0.80	0.50
Ivory Tower	A	B	5.00	5.00	5.00
Jade Monolith	A	R	3.00	3.00	3.00
Jandor's Saddlebags	A	R	3.70	3.00	2.00
Jayemdae Tome	A	R	3.00	3.00	3.00
Jump	U	C	0.25	0.20	0.10
Junun Efreet	B	U	1.00	1.00	0.50
Karma	W	U	1.00	0.80	0.50
Keldon Warlord	G	U	1.00	1.00	0.80
Killer Bees	R	U	1.00	1.00	1.00
Kismet	W	U	1.00	1.00	0.50
Kormus Bell	A	R	4.00	3.50	3.00
Land Leeches	G	C	0.25	0.20	0.10
Land Tax	W	U	5.00	5.00	5.00
Leviathan	U	R	5.00	4.00	3.00
Lay Druid	G	U	1.00	0.80	0.50
Library of Leng	A	U	1.00	0.80	0.50
Lifelorce	G	U	1.00	0.80	0.50
Lifeface	G	R	3.00	1.50	1.00
Lifetap	U	U	1.00	0.80	0.50
Lightning Bolt	R	C	1.00	0.25	0.25
Living Artifact	G	R	4.00	3.00	2.00
Living Lands	G	R	3.00	3.00	3.00
Llanowar Elves	G	C	0.25	0.25	0.25
Lord of Atlantis	U	R	5.00	5.00	4.50
Lord of the Pit	B	R	5.00	4.50	3.00
Lost Soul	B	C	0.25	0.20	0.10
Lure	G	U	1.00	0.80	0.50
Magical Hack	U	R	4.00	3.50	3.00
Magnetic Mountain	R	R	3.00	2.00	2.00
Mahamoti Djinn	U	R	6.00	6.00	5.00
Mana Clash	R	R	3.00	2.00	2.00
Mana Flare	A	R	4.00	4.00	3.00
Mana Short	U	R	5.00	4.00	3.00
Mana Vault	A	R	4.00	4.00	3.00
Manabarb	R	R	3.00	2.00	2.00
Marsh Gas	B	C	0.25	0.20	0.10
Marsh Viper	G	C	0.25	0.20	0.10
Meekstone	A	R	4.00	3.00	3.00
Merfolk of the Pearl Trident	U	C	0.25	0.20	0.10
Mesa Pegasus	W	C	0.25	0.20	0.10
Millstone	A	R	5.00	5.00	5.00
Mind Bomb	U	U	1.00	0.90	0.50
Mind Twist	B	R	5.00	4.00	4.00
Mishra's Factory (Fall)	L	U	2.50	1.10	1.00
Mishra's War Machine	A	R	3.00	3.00	3.00
Mons' Goblin Raiders	R	C	0.25	0.20	0.10
Morale	W	C	0.25	0.20	0.10
Mountain (3 versions)	L	C	0.25	0.15	0.10
Murk Dwellers	B	C	0.25	0.20	0.10
Nafs Asp	G	C	0.25	0.20	0.10
Nether Shadow	B	R	4.70	3.50	3.00
Nevinyrral's Disk	A	R	6.30	5.50	5.00
Nightmare	B	R	7.00	6.00	3.00
Northern Paladin	W	R	3.00	3.00	3.00
Oasis	L	U	1.00	1.00	1.00
Obsidian Golem	A	U	1.00	1.00	0.50
Onulet	A	U	3.00	3.00	1.50
Orchid Artillery	R	U	1.00	0.80	0.50
Orchid Oriflame	R	U	1.00	0.80	0.50
Ornithopter	A	U	1.00	0.80	0.50
Osai Vultures	W	U	1.00	0.80	0.50
Paralyze	B	C	0.25	0.20	0.10
Pearled Unicorn	W	C	0.25	0.20	0.10
Personal Incarnation	W	R	4.00	3.50	3.00
Pestilence	B	C	0.25	0.20	0.10
Phantasmal Forces	U	U	1.00	0.80	0.50
Phantasmal Terrain	C	C	0.25	0.20	0.10
Phantom Monster	U	U	1.00	0.80	0.50
Piety	W	C	0.25	0.20	0.10
Pikemen	W	C	0.25	0.20	0.10
Pirate Ship	U	R	3.00	3.00	2.00
Pit Scorpion	B	C	0.25	0.20	0.10
Plague Rats	B	C	0.25	0.20	0.10
Plains (3 versions)	L	C	0.25	0.15	0.10
Power Leak	U	C	0.25	0.20	0.10
Power Sink	U	C	0.25	0.20	0.10
Power Surge	R	R	3.50	3.00	2.00
Pradesh Gypsies	G	C	0.25	0.20	0.10

Primal Clay	A	R	3.00	3.00	2.00
Prodigal Sorcerer	U	C	0.25	0.20	0.15
Psionic Entity	U	R	3.00	3.00	3.00
Psychic Venom	U	C	0.25	0.20	0.10
Purelace	W	R	3.00	2.00	1.50
Pyrotechnics	U	U	1.00	1.00	0.50
Radjan Spirit	G	U	1.00	0.80	0.50
Rag Man	B	R	3.00	2.50	2.00
Raise Dead	B	C	0.25	0.20	0.10
Rebirth	G	R	3.00	2.00	2.00
Red Elemental Blast	R	C	0.25	0.20	0.10
Red Mana Battery	A	R	3.00	3.00	3.00
Red Ward	W	U	1.00	0.80	0.50
Regeneration	G	C	0.25	0.20	0.10
Relic Bird	U	R	3.00	3.00	2.00
Reverse Damage	R	R	4.00	4.00	3.00
Righteousness	W	R	3.50	3.00	3.00
Rod of Ruin	A	U	1.00	0.80	0.50
Royal Assassin	B	R	11.50	7.50	5.00
Sanctifier	G	C	0.25	0.20	0.10
Sandstorm	G	C	0.25	0.20	0.10
Savannah Lions	W	R	5.00	4.50	4.00
Scathe Zombies	B	C	0.25	0.20	0.10
Scavenging Ghoul	B	U	1.00	1.00	0.50
Scryb Sprites	G	C	0.25	0.20	0.10
Sea Serpent	U	C	0.25	0.20	0.10
Seeker	W	C	0.25	0.20	0.10
Segovian Leviathan	U	U	1.00	0.80	0.50
Senjir Vampire	B	U	4.00	2.50	1.00
Serra Angel	W	U	5.00	1.10	1.00
Shard of the Phoenix	G	C	0.25	0.20	0.10
Shapeshifter	A	U	1.00	1.00	0.50
Shatter	R	C	0.25	0.20	0.10
Shivan Dragon	R	R	14.00	10.00	6.00
Simulacrum	B	U	1.00	0.80	0.50
Sindbad	U	U	1.00	1.00	0.50
Siren's Call	U	U	1.00	0.80	0.50
Sisters of the Flame	R	C	0.25	0.20	0.10
Sleight of Mind	U	R	4.00	3.00	3.00
Smoke	R	R	3.00	3.00	3.00
Sorcerer Queen	B	R	5.00	4.50	3.00
Soul Net	A	U	1.00	0.80	0.50
Spell Blast	U	C	0.25	0.20	0.10
Spirit Link	W	U	1.10	1.00	1.00
Spirit Shackles					

Cursed Land	B	U	1.00	1.00	0.50
Dance of Many	U	R	3.30	3.00	2.80
Dancing Scimitar	A	R	3.00	3.00	2.00
Dandain	U	C	0.25	0.25	0.15
Dark Maze	U	C	0.25	0.15	0.15
Dark Ritual	B	C	0.25	0.25	0.20
D'Avenant Archer	W	C	0.25	0.15	0.15
Death Speakers	W	C	0.25	0.15	0.15
Death Ward	W	C	0.25	0.15	0.15
Deathrip	B	U	1.00	1.00	0.50
Deflection	U	R	5.00	5.00	4.30
Derelor	B	R	4.00	3.00	3.00
Desert Twister	G	U	1.00	1.00	0.50
Detonate	R	U	1.00	1.00	0.50
Diabolic Machine	A	U	1.00	1.00	0.50
Dingus Egg	A	R	3.30	3.00	3.00
Disenchant	W	C	0.25	0.25	0.20
Disintegrate	R	C	0.25	0.25	0.20
Disrupting Scepter	A	R	3.30	2.00	2.00
Divine Offering	W	C	0.25	0.15	0.15
Divine Transformation	W	U	1.00	1.00	0.80
Dragon Engine	A	R	3.00	2.00	1.50
Drain Life	B	C	0.25	0.15	0.15
Drain Power	U	R	4.00	3.00	2.50
Drudge Skeletons	B	C	0.25	0.15	0.15
Durkwood Boars	G	C	0.25	0.15	0.15
Dust to Dust	W	U	1.00	1.00	0.80
Dwarven Catapult	R	U	1.00	1.00	0.50
Dwarven Hold	L	R	4.20	3.00	3.00
Dwarven Ruins	L	U	1.00	1.00	0.60
Dwarven Soldier	R	C	0.25	0.15	0.15
Dwarven Warriors	R	C	0.25	0.15	0.15
Earthquake	R	U	5.00	5.00	4.00
Ebon Stronghold	L	U	1.00	1.00	0.60
Elder Druid	G	R	3.50	3.00	3.00
Elkin Bottle	A	R	3.00	3.00	2.50
Elden Riders	G	U	1.00	1.00	0.80
Elish Archers	G	R	4.80	3.00	2.50
Energy Flux	U	U	1.00	1.00	0.50
Enervate	U	C	0.25	0.15	0.15
Erg Raiders	B	C	0.25	0.15	0.15
Errantry	R	C	0.25	0.15	0.15
Eternal Warrior	R	C	0.25	0.15	0.15
Evil Eye of Orms-by-Gore	B	U	1.00	1.00	0.50
Evil Presence	B	U	1.00	1.00	0.50
Eye for an Eye	W	R	3.00	3.00	2.50
Fallen Angel	B	U	1.00	1.00	0.80
Fear	B	C	0.25	0.15	0.15
Feedback	U	U	1.00	1.00	0.50
Feldon's Cane	A	U	1.00	1.00	0.80
Fellwar Stone	A	U	1.00	1.00	0.80
Feroz's Ban	A	R	2.80	2.00	2.00
Fire Drake	R	U	1.00	1.00	0.60
Fireball	R	C	0.25	0.25	0.20
Firebreathing	R	C	0.25	0.15	0.15
Flame Ripter	R	U	1.00	1.00	0.50
Flare	R	C	0.25	0.15	0.15
Flashfires	R	U	1.00	1.00	0.50
Flight	U	C	0.25	0.15	0.15
Flood	U	C	0.25	0.15	0.15
Flying Carpet	A	R	2.50	2.00	1.50
Fog	G	C	0.25	0.15	0.15
Force of Nature	G	R	4.80	4.00	3.50
Force Spike	U	C	0.25	0.15	0.15
Forest (4 versions)	L	L	0.15	0.10	0.10
Forget	U	R	3.60	3.00	3.00
Fountain of Youth	A	U	1.00	1.00	0.50
Foxfire	G	C	0.25	0.15	0.15
Frozen Shade	B	C	0.25	0.15	0.15
Funeral March	B	C	0.25	0.15	0.15
Fungusaur	G	R	3.00	3.00	3.00
Fyndhorn Elder	G	U	1.00	1.00	1.00
Game of Chaos	R	R	3.00	3.00	2.50
Gaseous Form	U	C	0.25	0.15	0.15
Gauntlets of Chaos	A	R	3.00	3.00	3.00
Ghazbán Ogre	G	C	0.25	0.15	0.15
Giant Growth	G	C	0.25	0.25	0.20
Giant Spider	G	C	0.25	0.15	0.15
Giant Strength	R	C	0.25	0.15	0.15
Glacial Wall	U	U	1.00	1.00	0.50
Glasses of Urza	A	U	1.00	1.00	0.50
Gloom	B	U	1.00	1.00	0.50
Goblin Digging Team	R	C	0.25	0.15	0.15
Goblin Hero	R	C	0.25	0.15	0.15
Goblin King	R	R	5.00	5.00	4.50
Goblin War Drums	R	C	0.25	0.25	0.20
Goblin Warrens	R	R	3.00	3.00	3.00
Grapeshot Catapult	A	C	0.25	0.15	0.15
Greater Realm of Preservation	W	U	1.00	1.00	1.00
Greater Werewolf	B	U	1.00	1.00	0.50
Grizzly Bears	G	C	0.25	0.15	0.15
Havenwood Battleground	L	U	1.00	1.00	0.60
Heal	W	C	0.25	0.15	0.15
Healing Salve	W	C	0.25	0.15	0.15
Hecatomb	B	R	4.50	4.00	3.50
Heim of Chazk	A	R	3.00	3.00	2.00
Hill Giant	R	C	0.25	0.15	0.15
Hipparion	W	C	0.25	0.15	0.15
Hollow Trees	L	R	3.30	3.00	3.00
Holy Strength	W	C	0.25	0.15	0.15
Homarid Warrior	U	C	0.25	0.15	0.15
Howl from Beyond	B	C	0.25	0.15	0.15
Howling Mine	A	R	5.40	5.00	5.00
Hungry Mist	G	C	0.25	0.15	0.15
Hurky's Recall	U	R	3.00	3.00	2.50
Hurlloon Minotaur	R	C	0.25	0.15	0.15
Hurricane	G	U	1.00	1.00	0.80
Hydroblast	U	U	1.00	1.00	0.50
Icatian Phalanx	W	U	1.00	1.00	0.50
Icatian Scout	W	C	0.25	0.15	0.15

Icatian Store	L	R	3.00	3.00	3.00
Icatian Town	W	R	3.00	3.00	3.00
Ice Floe	L	U	1.00	1.00	0.50
Imposing Visage	R	C	0.25	0.15	0.15
Incinerate	R	C	0.25	0.25	0.25
Inferno	R	R	4.00	4.00	3.00
Infinite Hourglass	A	R	3.00	3.00	3.00
Initiates of the Ebon Hand	B	C	0.25	0.15	0.15
Instill Energy	G	U	1.00	1.00	0.50
Iron Star	A	U	1.00	1.00	0.50
Ironclaw Curse	R	R	3.10	3.00	3.00
Ironclaw Orcs	R	C	0.25	0.15	0.15
Ironroot Treefolk	G	C	0.25	0.15	0.15
Island (4 versions)	L	L	0.15	0.10	0.10
Island Sanctuary	W	R	4.40	4.00	4.00
Ivory Cup	A	U	1.00	1.00	0.50
Ivory Guardians	W	U	1.00	1.00	0.50
Jade Monolith	A	R	3.00	3.00	3.00
Jalium Tome	A	R	3.00	3.00	2.80
Jandor's Saddlebags	A	R	3.10	3.00	3.00
Jayemdae Tome	A	R	7.20	7.00	5.00
Jester's Cap	G	U	1.00	1.00	0.80
Johtull Wurm	R	R	6.00	6.00	4.50
Jokulhaups	A	U	1.00	1.00	0.60
Joven's Tools	U	U	1.00	1.00	0.80
Justice	W	U	1.00	1.00	0.80
Juxtapose	U	R	3.00	3.00	3.00
Karma	W	U	1.00	1.00	0.50
Karpulus Forest	L	R	5.90	5.30	5.00
Keldon Warlord	R	U	1.00	1.00	0.60
Killer Bees	G	U	1.00	1.00	0.80
Kismet	W	U	1.00	1.00	0.50
Kjeldoran Dead	B	C	0.25	0.15	0.15
Kjeldoran Royal Guard	R	R	4.20	4.00	3.00
Kjeldoran Skycaptain	W	U	1.00	1.00	0.80
Knight of Stromgald	B	U	1.00	1.00	0.80
Krovikan Fetish	B	C	0.25	0.15	0.15
Krovikan Sorcerer	U	C	0.25	0.15	0.15
Labyrinth Minotaur	G	C	0.25	0.15	0.15
Leshrac's Rite	B	U	1.00	1.00	0.50
Levithan	R	U	4.50	3.00	3.00
Ley Druid	G	C	0.25	0.25	0.20
Lihurgoyf	R	C	4.50	4.00	3.50
Library of Leng	A	U	1.00	1.00	0.50
Lifelorce	G	U	1.00	1.00	0.50
Lifetap	U	U	1.00	1.00	0.50
Living Artifact	G	R	3.00	3.00	3.00
Living Lands	G	R	3.00	3.00	2.50
Llanowar Elves	G	C	0.25	0.25	0.25
Lord of Atlantis	U	R	4.50	4.00	3.50
Lord of the Pit	B	R	5.00	4.50	3.00
Lost Soul	B	C	0.25	0.15	0.15
Lure	G	U	1.00	1.00	0.50
Magical Hack	U	R	3.50	3.00	3.00
Magus of the Unseen	U	R	3.00	3.00	2.80
Mana Clash	R	R	3.00	3.00	2.00
Mana Flare	R	R	4.30	3.00	3.00
Mana Vault	A	R	5.00	4.80	3.50
Manabarb	R	R	3.30	3.00	3.00
Marsh Viper	G	C	0.25	0.15	0.15
Meekstone	A	R	4.40	3.00	3.00
Memory Lapse	U	C	0.25	0.25	0.15
Merfolk of the Pearl Trident	U	C	0.25	0.15	0.15
Mesa Falcon	W	C	0.25	0.15	0.15
Mesa Pegasus	W	C	0.25	0.15	0.15
Millstone	A	R	5.10	5.00	5.00
Mind Bomb	U	U	1.00	1.00	0.60
Mind Ravel	B	C	0.25	0.15	0.15
Mind Warp	W	U	1.00	1.00	0.80
Mindstab Thrull	B	C	0.25	0.15	0.15
Mole Worms	B	U	1.00	1.00	0.50
Mons' Goblin Raiders	L	L	0.15	0.15	0.15
Mountain (4 versions)	L	L	0.15	0.10	0.10
Mountain Goat	R	C	0.25	0.15	0.15
Murk Dwellers	B	C	0.25	0.15	0.15
Nature's Lore	G	C	0.25	0.15	0.15
Necrite	B	C	0.25	0.15	0.15
Necropotence	B	R	5.50	5.00	5.00
Nether Shadow	B	R	5.00	4.00	3.00
Neivynr's Disk	A	R	5.90	5.50	5.00
Nightmare	B	R	5.00	5.00	4.50
Obelisk of Undoing	A	R	3.00	3.00	2.80
Orcish Artillery	R	U	1.00	1.00	0.50
Orcish Captain	R	U	1.00	1.00	0.50
Orcish Conscribers	R	C	0.25	0.15	0.15
Orcish Farmer	R	C	0.25	0.15	0.15
Orcish Drifflame	R	U	1.00	1.00	0.50
Orcish Squatters	R	C	3.50	3.00	3.00
Order of the Sacred Torch	W	R	3.50	3.00	3.00
Order of the White Shield	W	U	1.00	1.00	0.50
Orgg	R	R	3.30	3.00	3.00
Ornithopter	A	U	1.00	1.00	0.50
Panic	R	C	0.25	0.15	0.15
Paralyze	B	C	0.25	0.15	0.15
Pearled Unicorn	W	C	0.25	0.15	0.15
Pentagram of the Ages	A	R	3.00	3.00	3.00
Personal Incarnation	W	R	3.70	3.00	3.00
Pestilence	B	C	0.25	0.15	0.15
Phantasmal Forces	U	U	1.00	1.00	0.50
Phantasmal Terrain	U	C	0.25	0.15	0.15
Phantom Monster	U	U	1.00	1.00	0.50
Pikemen	W	C	0.25	0.15	0.15
Pirate Ship	U	R	3.30	3.00	3.00
Pit Scorpion	B	C	0.25	0.15	0.15
Plague Rats	B	C	0.25	0.15	0.15
Plains (4 versions)	L	L	0.15	0.10	0.10
Portent	U	C	0.25	0.15	0.15
Power Sink	U	U	1.00	1.00	0.50
Pox	B	R	4.50	4.00	3.90
Pradesh Gypsies	G	C	0.25	0.15	0.15

Primal Clay	A	R	3.00	3.00	2.50
Primal Order	G	R	3.50	3.00	3.00
Primordial Ooze	R	U	1.00	1.00	0.50
Prismatic Ward	C	C	0.25	0.15	0.15
Prodigal Sorcerer	U	C	0.25	0.15	0.15
Psychic Venom	U	C	0.25	0.15	0.15
Pyroblast	R	U	1.00	1.00	0.40
Pyrotechnics	R	U	1.00	1.00	0.50
Rabid Wombat	G	U	1.00	1.00	0.50
Radjan Spirit	G	U	1.00	1.00	0.50
Rag Man	B	R	3.00	2.00	1.50
Raise Dead	B	C	0.25	0.15	0.15
Ray of Command	U	C	0.25	0.15	0.15
Recall	U	R	4.00	3.00	3.00
Reef Pirates	U	C	0.25	0.15	0.15
Regeneration	G	C	0.25	0.15	0.15
Remove Soul	U	C	0.25	0.15	0.15
Repentant Blacksmith	W	C	0.25	0.15	0.15
Reverse Damage	W	R	4.00	3.00	3.00
Righteousness	R	R	3.70	3.00	2.50
Rite of Ruin	A	U	1.00	1.00	0



Verduran Enchantress
Creature—Druid
Whenever you play an enchantment spell, you may draw a card.
Each spell has its own song, and the enchantress knows the dance for each.

Illustration by Rob Alexander

Dry Spell	B	C	0.25	0.20	0.10
Dwarven Ruins	L	U	1.00	0.90	0.60
Early Harvest	G	R	4.40	4.10	3.30
Earthquake	R	R	5.00	5.00	4.30
Ebon Stronghold	L	U	1.00	0.90	0.60
Eklundu Griffin	W	C	0.25	0.20	0.10
Elder Druid	G	R	3.80	3.00	3.00
Elven Cache	G	C	0.25	0.20	0.10
Elven Riders	G	U	1.00	1.00	0.60
Elvish Archers	G	R	4.20	3.50	3.00
Entlemblement	B	C	0.25	0.20	0.10
Enlightened Tutor	W	U	1.60	1.00	1.00
Ethereal Champion	W	R	3.80	3.00	3.00
Evil Eye of Orms-by-Gore	B	U	1.00	0.80	0.50
Exile	R	U	5.00	4.80	3.40
Fallen Angel	B	R	4.00	3.50	3.00
Fallow Earth	G	U	1.00	0.80	0.50
Familiar Ground	G	U	1.00	0.80	0.50
Fatal Blow	B	C	0.25	0.20	0.10
Fear	B	C	0.25	0.20	0.10
Feast of the Unicorn	B	C	0.25	0.20	0.10
Femeref Archers	G	U	1.00	1.00	0.60
Feral Shadow	B	C	0.25	0.20	0.10
Fervor	R	R	4.80	3.90	3.20
Final Fortune	R	R	4.80	4.00	4.00
Fire Diamond	A	U	1.00	1.00	0.60
Fire Elemental	R	U	1.00	0.80	0.50
Firebreathing	R	C	0.25	0.20	0.10
Fit of Rage	R	C	0.25	0.20	0.10
Flame Spirit	R	C	0.25	0.20	0.10
Flash	U	R	3.90	3.00	3.00
Flashfires	R	U	1.00	0.80	0.50
Flight	U	C	0.25	0.20	0.10
Flying Carpet	A	R	3.90	3.00	3.00
Fog	G	C	0.25	0.20	0.10
Fog Elemental	U	C	0.25	0.20	0.10
Forbidden Crypt	B	R	4.50	3.00	3.00
Forest (4 versions)	L	L	0.15	0.10	0.10
Forget	U	R	4.10	3.00	3.00
Fountain of Youth	A	U	1.00	0.80	0.50
Fyndhorn Brownie	G	C	0.25	0.20	0.10
Fyndhorn Elder	G	U	1.00	1.00	0.60
Gaseous Form	U	C	0.25	0.20	0.10
Giant Spider	G	C	0.25	0.25	0.15
Giant Growth	G	C	0.25	0.20	0.10
Giant Strength	R	C	0.25	0.20	0.10
Glacial Wall	U	U	1.00	0.80	0.50
Glasses of Urza	A	U	1.00	0.80	0.50
Goblin Digging Team	R	C	0.25	0.20	0.10
Goblin Elite Infantry	R	C	0.25	0.20	0.10
Goblin Hero	R	C	0.25	0.20	0.10
Goblin King	R	R	4.80	4.00	4.00
Goblin Recruiter	R	U	1.00	1.00	0.60
Goblin Warriors	R	R	3.00	3.00	3.00
Gorilla Chieftain	G	C	0.25	0.20	0.10
Gravebane Zombie	B	U	1.00	0.80	0.50
Gravedigger	B	C	0.25	0.20	0.10
Greed	B	R	3.00	3.00	2.30
Grimning Totem	A	R	5.00	5.00	4.40
Grizzly Bears	G	C	0.25	0.20	0.10
Hammer of Bogardan	R	R	9.10	7.80	6.40
Harmattan Efreet	U	U	1.00	0.80	0.50
Havenwood Battleground	L	U	1.00	0.90	0.60
Healing Salve	W	C	0.25	0.20	0.10
Heavy Ballista	W	U	1.00	0.80	0.50
Hecatomb	B	R	4.80	3.50	3.00
Hero's Resolve	G	C	0.25	0.20	0.10
Hidden Horror	B	U	1.00	0.80	0.50
Horned Turtle	G	C	0.25	0.20	0.10
Howl from Beyond	B	C	0.25	0.20	0.10
Howling Mine	A	R	5.90	5.40	5.10
Hulking Cyclops	R	U	1.00	0.90	0.60
Hurricane	G	R	4.90	3.80	3.00
Icatian Town	W	R	3.80	3.00	2.30
Illicit Auction	R	C	0.25	0.20	0.10
Infantry Veteran	W	C	0.25	0.20	0.10
Infernal Contract	B	R	4.30	3.80	3.00
Inferno	R	R	3.90	3.30	3.00
Insight	U	U	1.00	0.90	0.60
Inspiration	C	C	0.25	0.20	0.10
Iron Star	A	U	1.00	0.80	0.50
Island (4 versions)	L	L	0.15	0.10	0.10
Ivory Cup	A	U	1.00	0.80	0.50

Jade Monolith	A	R	3.40	3.00	2.30
Jalum Tome	A	R	3.00	3.00	3.00
Jayemdae Tome	A	R	3.90	3.00	3.00
Jokulhaups	R	R	5.40	5.00	3.50
Juxtapose	U	R	4.30	3.50	3.00
Karplusan Forest	L	R	5.90	5.40	5.00
Kismet	W	U	1.00	0.80	0.50
Kjeldoran Dead	B	C	0.25	0.20	0.10
Kjeldoran Royal Guard	W	R	4.30	3.50	3.00
Lead Golem	A	U	1.00	0.80	0.50
Leshrac's Rite	B	U	1.00	0.80	0.50
Library of Lat-Nam	U	R	3.80	3.00	3.00
Light of Day	W	U	1.00	0.80	0.50
Lightning Blast	R	C	0.25	0.20	0.10
Living Lands	G	R	3.00	3.00	3.00
Llanowar Elves	G	C	0.25	0.25	0.25
Longbow Archer	W	U	1.40	1.00	1.00
Lord of Atlantis	U	R	5.00	4.50	4.00
Lost Soul	B	C	0.25	0.20	0.10
Lure	G	U	1.00	0.80	0.50
Mana Prism	A	U	1.00	0.90	0.60
Mana Short	U	R	4.70	3.80	3.00
Manabats	R	R	4.40	3.30	3.00
Marble Diamond	A	U	1.00	1.00	0.60
Maro	G	R	5.00	4.50	4.00
Meekstone	A	R	4.80	3.50	3.00
Memory Lapse	U	C	0.25	0.25	0.20
Merfolk of the Pearl Trident	U	C	0.25	0.20	0.10
Mesa Falcon	W	C	0.25	0.20	0.10
Millstone	A	R	5.20	5.00	3.50
Mind Warp	B	U	1.00	1.00	0.60
Mischievous Poltergeist	A	U	1.00	0.90	0.60
Moss Diamond	B	U	1.00	1.00	0.60
Mountain (4 versions)	L	L	0.15	0.10	0.10
Mountain Goat	R	C	0.25	0.20	0.10
Mystic Compass	A	U	1.00	0.90	0.60
Mystical Tutor	U	U	1.00	1.00	1.00
Nature's Resurgence	B	R	4.30	4.00	3.30
Necrosavant	G	R	4.30	4.00	3.30
Nightmare	R	R	6.20	4.80	4.10
Obsidian Golem	A	U	1.00	1.00	0.60
Orcish Artillery	R	U	1.00	0.80	0.50
Orcish Oriflamme	R	U	1.00	0.80	0.50
Order of the Sacred Torch	W	R	4.50	3.50	3.00
Ornithopter	A	U	1.00	0.80	0.50
Pacifism	W	C	0.25	0.20	0.10
Painful Memories	B	C	0.25	0.20	0.10
Panther Warriors	G	C	0.25	0.20	0.10
Patagia Golem	A	U	1.00	0.80	0.50
Pearl Dragon	W	R	5.00	4.50	3.30
Pentagram of the Ages	A	R	3.00	3.00	3.00
Perish	B	U	1.00	1.00	1.00
Pestilence	B	U	1.00	0.80	0.50
Phantasmal Terrain	U	C	0.25	0.20	0.10
Phantom Warrior	U	U	1.00	0.80	0.50
Phyrexian Vault	A	U	1.00	0.90	0.60
Pillage	R	U	1.00	1.00	1.00
Plains (4 versions)	L	L	0.15	0.10	0.10
Polymorph	U	R	4.50	4.00	3.30
Power Sink	U	U	1.00	0.80	0.50
Pradesh Gypsies	G	C	0.25	0.20	0.10
Primal Clay	A	R	3.00	2.50	1.30
Prodigal Sorcerer	U	C	0.25	0.20	0.10
Prosperity	U	U	1.00	1.00	1.00
Psychic Transfer	R	R	4.30	3.80	3.10
Psychic Venom	U	C	0.25	0.20	0.10
Pyrotechnics	R	C	0.25	0.25	0.15
Python	B	C	0.25	0.20	0.10
Radjan Spirit	G	U	1.00	0.80	0.50
Rag Man	B	R	3.00	3.00	2.30
Raging Goblin	R	C	0.25	0.20	0.10
Raise Dead	B	C	0.25	0.20	0.10
Rampant Growth	G	C	0.25	0.20	0.10
Razortooth Rats	B	C	0.25	0.20	0.10
Recall	U	R	4.50	3.00	3.00
Reckless Emberrage	R	R	4.30	3.50	3.00
Redwood Treefolk	G	C	0.25	0.20	0.10
Regal Unicorn	W	C	0.25	0.20	0.10
Regeneration	G	C	0.25	0.20	0.10
Releasm	U	U	1.00	1.00	0.60
Relentless Assault	R	R	5.80	4.90	3.40
Remedy	W	C	0.25	0.20	0.10
Remove Soul	U	C	0.25	0.20	0.10
Reprisal	W	U	1.00	0.80	0.50
Resistance Fighter	W	U	1.00	0.25	0.10
Reverse Damage	W	R	4.10	3.00	3.00
River Boa	G	U	1.00	1.00	1.00
Rod of Ruin	A	U	1.00	0.80	0.50
Rowen	G	R	3.80	3.00	2.30
Ruins of Trokair	L	U	1.00	0.90	0.60
Sabretooth Tiger	R	C	0.25	0.20	0.10
Sage Owl	U	C	0.25	0.20	0.10
Samite Healer	W	C	0.25	0.20	0.10
Scaled Wurm	G	C	0.25	0.20	0.10
Scathe Zombies	B	C	0.25	0.20	0.10
Sea Monster	U	C	0.25	0.20	0.10
Segovian Leviathan	U	U	1.00	0.80	0.50
Sengir Autocrat	B	R	4.80	3.50	3.00
Serenity	W	R	4.20	3.80	3.10
Serra's Blessing	W	U	1.00	1.00	0.60
Shanodin Dryads	G	C	0.25	0.20	0.10
Shatter	R	C	0.25	0.20	0.10
Shatterstorm	R	R	3.00	3.00	2.30
Shock	R	C	0.25	0.25	0.25
Sibilant Spirit	U	R	3.90	3.30	3.00
Skull Cataapult	A	U	1.00	0.80	0.50
Sky Diamond	A	U	1.00	1.00	0.60
Snake Basket	A	R	5.80	5.00	3.50
Soldevi Sage	U	U	1.00	0.90	0.60
Soul Net	A	U	1.00	0.80	0.50

Spell Blast	U	C	0.25	0.20	0.10
Spirit Link	W	U	1.00	1.00	0.60
Spitting Drake	R	U	1.00	1.00	0.60
Spitting Earth	R	C	0.25	0.20	0.10
Stalking Tiger	G	C	0.25	0.20	0.10
Standing Troops	W	C	0.25	0.20	0.10
Staunch Defenders	W	U	1.00	0.80	0.50
Stone Rain	R	C	0.25	0.20	0.10
Storm Cauldron	A	R	4.30	4.00	3.30
Storm Crow	U	C	0.25	0.20	0.10
Strands of Night	B	U	1.00	0.80	0.50
Stream of Life	G	C	0.25	0.20	0.10
Stromgald Cabal	B	R	4.00	3.50	3.00
Stupor	B	U	1.00	1.00	0.60
Sulfurous Springs	L	R	5.90	5.40	5.00
Summer Bloom	G	U	1.00	1.00	0.60
Sunweb	W	R	4.20	3.50	3.00
Syuelunite Temple	L	L	0.15	0.10	0.10
Swamp (4 versions)	L	L	0.15	0.10	0.10
Syphon Soul	B	C	0.25	0.20	0.10
Talrune Minotaur	R	C	0.25	0.20	0.10
Tariff	W	R	4.20	3.50	3.00
Teferi's Puzzle Box	A	R	4.30	3.50	3.00
Terror	B	C	0.25	0.20	0.10
The Hive	A	R	3.00	3.00	1.50
Thicket Basilisk	G	U	1.00	0.80	0.50
Throne of Bone	A	U	1.00	0.80	0.50
Tidal Surge	U	C	0.25	0.20	0.10
Trained Armodon	G	C	0.25	0.20	0.10
Tranquil Grove	G	R	4.30	4.00	3.30
Tranquility	G	C	0.25	0.20	0.10
Tremor	R	C	0.25	0.20	0.10
Tundra Wolves	W	C	0.25	0.20	0.10
Uktabi Orangutan	G	U	1.00	1.00	0.60
Uktabi Wildcats	G	R	4.90	4.00	3.30
Underground River	L	R	6.20	5.50	5.00
Unseen Walker	G	U	1.00	0.80	0.50
Unsummon	U	C	0.25	0.20	0.10
Untamed Wilds	G	U	1.00	0.80	0.50
Unyaro Griffin	W	U	1.00	0.80	0.50
Vampire Tutor	R	R	8.40	8.00	6.50
Venerable Monk	W	C	0.25	0.20	0.10
Verduran Enchantress	G	R	4.50	3.00	3.00
Vertigo	R	U	1.00	0.80	0.50
Vishno Warrior	R	C	0.25	0.20	0.10
Vitalize	G	C	0.25	0.20	0.10</

Grapeshot Catapult	A	U	1.00	0.80	0.50
Gravedigger	B	C	0.25	0.20	0.10
Greed	B	R	4.80	3.00	2.10
Grizzly Bears	G	C	0.25	0.20	0.10
Healing Salve	W	C	0.25	0.20	0.10
Heavy Ballista	W	U	1.00	0.80	0.50
Hibernation	U	U	1.00	1.00	1.00
Hill Giant	R	C	0.25	0.20	0.10
Hollow Dogs	B	C	0.25	0.20	0.10
Holy Strength	W	C	0.25	0.20	0.10
Honor Guard	W	C	0.25	0.20	0.10
Horned Turtle	U	C	0.25	0.20	0.10
Howl from Beyond	B	C	0.25	0.20	0.10
Howling Mine	A	R	6.80	6.00	5.10
Hurricane	G	R	4.80	3.50	3.00
Impatience	R	R	3.90	3.00	3.00
Infernal Contract	B	R	4.30	3.50	3.00
Inferno	R	R	4.80	4.00	3.10
Inspiration	U	C	0.25	0.20	0.10
Intrepid Hero	W	R	4.70	4.00	3.30
Iron Star	A	U	1.00	0.80	0.50
Island (4 versions)	L	L	1.15	0.10	0.10
Ivory Cup	A	U	1.00	0.80	0.50
Jalum Tome	A	R	3.80	3.00	3.00
Jandor's Saddlebags	A	R	3.90	3.00	2.60
Jayemdae Tome	A	R	4.80	3.00	3.00
Karplusan Forest	L	R	6.50	6.00	5.30
Kjeldoran Royal Guard	W	R	4.80	3.30	3.00
Knight Errant	W	C	0.25	0.20	0.10
Knighthood	W	U	1.00	0.90	0.50
Lava Axe	R	C	0.25	0.20	0.10
Leshrac's Rite	B	U	1.00	0.80	0.50
Levitation	U	U	1.00	0.80	0.50
Lightning Blast	R	C	0.25	0.20	0.10
Lightning Elemental	R	C	0.25	0.20	0.10
Llanowar Elves	G	C	0.25	0.25	0.20
Lone Wolf	G	C	0.25	0.20	0.10
Longbow Archer	W	U	1.40	1.00	1.00
Looming Shade	U	R	5.20	4.80	4.00
Lord of Atlantis	G	U	1.00	0.80	0.50
Lure	U	R	6.40	6.00	5.10
Mahamoti Djinn	U	U	1.00	0.90	0.50
Mana Breach	R	R	4.50	3.00	2.60
Mana Clash	U	R	4.50	3.00	2.60
Mana Short	U	R	5.00	3.00	3.00
Marble Diamond	A	U	1.00	1.00	1.00
Maro	G	R	5.20	5.00	4.30
Master Healer	W	R	4.20	3.90	3.00
Mawcor	U	R	4.00	4.00	3.10
Meekstone	A	R	4.80	4.00	3.00
Megrim	B	U	1.80	1.00	1.00
Memory Lapse	U	C	0.25	0.25	0.15
Merfolk Looter	U	U	1.00	1.00	0.60
Merfolk of the Pearl Trident	U	C	0.25	0.20	0.10
Might of Oaks	G	R	6.80	5.90	5.00
Millstone	A	R	6.00	6.00	5.60
Mind Rot	B	C	0.25	0.20	0.10
Monstrous Growth	G	C	0.25	0.20	0.10
Moss Diamond	A	U	1.00	1.00	1.00
Mountain (4 versions)	L	L	0.15	0.10	0.10
Nature's Resurgence	R	R	4.90	4.00	3.00
Nature's Revolt	G	R	4.20	4.00	3.20
Nausea	B	C	0.25	0.20	0.10
Necrologia	B	U	1.00	0.90	0.50
Nightmare	R	B	6.00	6.00	4.40
Nocturnal Raid	B	U	1.00	0.80	0.50
Northern Paladin	W	R	4.00	3.00	3.00
Ogre Taskmaster	R	U	1.00	0.80	0.50
Okk	R	R	4.20	3.50	3.00
Opportunity	U	U	1.00	0.90	0.50
Opposition	U	R	6.00	5.80	5.00
Oppression	B	R	4.20	3.50	3.00
Orcish Artillery	R	U	1.00	0.80	0.50
Orcish Drifflame	R	U	1.00	0.80	0.50
Ostracize	B	C	0.25	0.20	0.10
Pacifism	W	C	0.25	0.20	0.10
Pariah	W	R	5.20	4.80	4.00
Patagia Golem	A	U	1.00	0.80	0.50
Persecute	B	U	6.00	5.90	5.00
Phantom Warrior	U	U	1.00	1.00	0.60
Phyrexian Colossus	A	R	5.00	4.50	3.50
Phyrexian Hulk	A	U	1.00	0.90	0.50
Pillage	R	U	1.20	1.00	1.00
Pit Trap	A	U	1.00	0.90	0.50
Plague Beetle	B	C	0.25	0.20	0.10
Plains (4 versions)	L	L	0.15	0.10	0.10
Pride of Lions	G	U	1.00	1.00	0.60
Prodigal Sorcerer	U	C	0.25	0.20	0.10
Purify	W	R	5.00	4.00	3.30
Pygmy Pyrosaur	R	C	0.25	0.20	0.10
Pyroclasm	R	U	1.00	1.00	0.60
Pyrotechnics	R	U	1.00	0.90	0.50
Rag Man	B	R	3.40	2.80	2.10
Raging Goblin	R	C	0.25	0.20	0.10
Raise Dead	B	C	0.25	0.20	0.10
Rampant Griffin	G	C	0.25	0.20	0.10
Razorfoot Griffin	W	C	0.25	0.20	0.10
Razortooth Rats	B	C	0.25	0.20	0.10
Reckless Embarrase	R	R	4.80	4.00	3.10
Reclaim	G	C	0.25	0.20	0.10
Redwood Treefolk	G	C	0.25	0.20	0.10
Reflexes	R	C	0.25	0.20	0.10
Regeneration	G	C	0.25	0.20	0.10
Relentless Assault	R	R	5.00	4.50	4.00
Remove Soul	U	C	0.25	0.20	0.10
Reprisal	W	U	1.00	0.90	0.50
Reprocess	B	R	4.20	3.50	3.00
Revenant	B	R	4.30	4.00	3.10
Reverse Damage	W	R	5.00	4.00	3.00
Rod of Ruin	A	U	1.00	0.80	0.50

Rolling Stones	W	R	4.00	4.00	3.00
Rowen	R	R	4.80	4.00	3.10
Sabretooth Tiger	G	C	0.25	0.20	0.10
Sacred Ground	W	R	5.00	4.30	3.30
Sacred Nectar	W	C	0.25	0.20	0.10
Sage Owl	U	C	0.25	0.20	0.10
Samite Healer	W	C	0.25	0.20	0.10
Sanctimony	W	U	1.00	1.00	0.60
Scathe Zombies	B	C	0.25	0.20	0.10
Scavenger Folk	G	U	1.00	0.80	0.50
Sea Monster	U	C	0.25	0.20	0.10
Seasoned Marshal	W	U	1.00	0.90	0.50
Seeker of Skybreak	G	C	0.25	0.20	0.10
Seismic Assault	R	R	5.40	5.00	4.60
Serpent Warrior	B	C	0.25	0.20	0.10
Serra Advocate	W	U	1.00	1.00	0.60
Serra Angel	W	R	9.30	8.80	6.30
Serra's Embrace	W	U	1.00	1.00	0.80
Shanodin Dryads	G	C	0.25	0.20	0.10
Shatter	R	C	0.25	0.20	0.10
Shield Wall	W	C	0.25	0.20	0.10
Shivan Dragon	R	R	11.25	10.00	8.50
Shock	R	C	0.25	0.25	0.10
Sisay's Ring	A	U	1.00	1.00	0.50
Sky Diamond	A	U	1.00	1.00	1.00
Skyshroud Falcon	W	C	0.25	0.20	0.10
Sleight of Hand	U	C	0.25	0.25	0.10
Soul Feast	B	U	1.00	0.90	0.50
Soul Net	A	U	1.00	0.80	0.50
Southern Paladin	W	R	5.00	4.00	3.00
Spellbook	A	U	1.00	1.00	1.00
Spined Wurm	G	C	0.25	0.20	0.10
Spineless Thug	B	C	0.25	0.20	0.10
Spirit Link	W	U	1.00	1.00	1.00
Spriting Earth	R	C	0.25	0.20	0.10
Squall	G	C	0.25	0.20	0.10
Standing Troops	W	C	0.25	0.20	0.10
Starlight	W	U	1.00	0.80	0.50
Static Orb	A	R	5.50	5.00	4.00
Staunch Defenders	W	U	1.00	0.80	0.50
Steal Artifact	U	U	1.00	0.80	0.50
Stone Rain	R	C	0.25	0.20	0.10
Storm Cauldron	A	R	4.20	4.00	3.00
Storm Cloud	U	R	0.25	0.20	0.10
Storm Shaman	U	U	1.00	0.90	0.50
Strands of Night	B	U	1.00	1.00	0.60
Stream of Life	G	C	0.25	0.20	0.10
Stronghold Assassin	B	R	5.00	4.50	3.30
Sudden Impact	U	U	1.00	0.90	0.50
Sulfurous Springs	L	R	6.20	6.00	5.30
Sunweb	W	R	4.30	4.00	3.00
Sustainer of the Realm	W	U	1.00	0.90	0.50
Swamp (4 versions)	L	L	0.15	0.10	0.10
Tainted Ether	B	R	4.40	4.00	3.00
Teferi's Puzzle Box	A	R	4.00	4.00	3.30
Telepathic Spies	U	C	0.25	0.20	0.10
Telepathy	U	U	1.00	0.80	0.50
Temporal Adept	U	R	5.20	5.00	3.40
Thieving Magpie	U	U	1.00	1.00	0.80
Thorn Elemental	G	R	6.90	6.20	5.00
Thoughtleech	G	U	1.00	0.80	0.50
Throne of Bone	A	U	1.00	0.80	0.50
Tolarian Winds	U	C	0.25	0.20	0.10
Trained Armadon	G	C	0.25	0.20	0.10
Trained Orgg	R	R	4.90	4.00	3.10
Tranquility	G	C	0.25	0.20	0.10
Treasure Trove	U	U	1.00	0.80	0.50
Treefolk Seedlings	G	U	1.00	0.80	0.50
Tremor	R	C	0.25	0.20	0.10
Twiddle	C	C	0.25	0.20	0.10
Uktabi Wildcats	R	R	4.20	3.80	3.00
Underground River	L	R	6.90	6.20	5.30
Unholy Strength	B	C	0.25	0.20	0.10
Unsummon	U	C	0.25	0.20	0.10
Untamed Wilds	G	U	1.00	0.80	0.50
Venerable Monk	W	C	0.25	0.20	0.10
Vengeance	W	U	1.00	1.00	0.50
Verduran Enchantress	R	R	4.70	3.70	3.00
Vernal Bloom	G	R	4.80	4.00	3.00
Vigilant Drake	U	C	0.25	0.20	0.10
Vizzerdrix	U	R	5.00	4.00	3.00
Volcanic Hammer	C	C	0.25	0.20	0.10
Wall of Air	U	U	1.00	0.80	0.50
Wall of Bone	B	U	1.00	0.80	0.50
Wall of Fire	R	U	1.00	0.80	0.50
Wall of Spears	A	U	1.00	0.80	0.50
Wall of Swords	W	U	1.00	0.80	0.50
Wall of Wonder	U	R	4.30	3.00	2.60
Western Paladin	B	R	5.00	4.00	3.00
Wild Growth	G	C	0.25	0.20	0.10
Wildfire	R	R	5.60	4.90	4.00
Wind Dancer	U	U	1.00	0.80	0.50
Wind Drake	C	C	0.25	0.20	0.10
Wing Snare	G	U	1.00	0.90	0.50
Wood Elves	G	C	0.25	0.20	0.10
Wooden Sphere	A	U	1.00	0.80	0.50
Worship	R	R	6.20	6.00	6.00
Wrath of God	W	R	8.90	7.50	6.10
Yavimaya Enchantress	G	U	1.00	1.00	0.50
Yawgmoth's Edict	B	U	1.00	1.00	0.50
Total			712.50	618.00	486.90



78 Cards

Arabian Nights Set	954.25	895.00	▲	872.50
Arabian Nights Booster Box	6172.00	5781.25	▲	5390.75
Arabian Nights Booster pack	126.50	121.75	▲	116.75

CARD NAME	COL	BAR	UPPER	MEDIAN	LOWER
Abu Ja'far	W	U3	4.30	4.00	2.80
Aladdin	R	U2	7.20	5.00	4.50
Aladdin's Lamp	A	U2	5.00	5.00	3.00
Aladdin's Ring	A	U2	5.00	5.00	4.50
Ali Baba	R	U3	4.50	4.50	2.30
Ali from Cairo	W	U2	74.50	68.00	65.50
Army of Allah (a) & (b)	W	C1/C35.10	5.00	5.00	3.30
Bazaar of Baghdad	L	U3	18.00	16.00	15.50
Bird Maiden (a) & (b)	R	C2	3.00	2.50	2.30
Bottle of Suleiman	A	U2	6.40	5.00	4.00
Brass Man	A	U3	4.00	2.50	2.00
Camel	W	C5	2.00	1.80	1.00
City in a Bottle	A	U2	20.00	18.00	17.75
City of Brass	L	U3	28.00	25.00	24.50
Cuombajj Witches	B	C4	2.70	1.40	1.00
Cyclone	G	U3	4.00	4.00	3.30
Dancing Scimitar	A	U2	5.50	5.00	3.50
Dandan	U	C4	2.20	2.00	1.50
Desert	L	C11	4.00	4.00	3.50
Desert Nomads	R	C4	4.00	3.30	2.80
Desert Twister	G	U3	5.00	5.00	4.80
Diamond Valley	U				

Magic: The Gathering



Alchor's Tomb	A	R	7.00	6.00	5.00
All Hallow's Eve	B	R	28.25	19.50	8.50
Amrou Kithkin	W	C	0.60	0.25	0.25
Angelic Voices	W	R	9.50	6.00	5.00
Angus Mackenzie	D	R	7.80	5.00	5.00
Anti-Magic Aura	U	C	0.90	0.60	0.25
Arborea	G	U	1.90	1.50	1.00
Arcades Sabboth	D	R	11.00	8.00	7.00
Arena of the Ancients	A	R	6.30	5.00	5.00
Avoid Fate	G	C	0.80	0.50	0.25
Axelrod Gunnarson	D	R	7.30	6.00	5.00
Aysha Tanaka	D	R	6.80	6.00	5.00
Azure Drake	U	U	1.20	1.00	1.00
Backdraft	R	U	1.90	1.50	1.00
Backfire	U	U	1.40	1.10	1.00
Barbary Apes	G	C	0.80	0.50	0.25
Barktooth Warbeard	D	U	1.40	1.10	1.00
Bartel Runaxe	D	R	8.50	6.00	5.00
Beasts of Bogardan	R	U	1.20	1.00	1.00
Black Mana Battery	A	A	1.50	1.30	1.00
Blazing Effigy	R	C	0.60	0.25	0.25
Blight	B	U	1.40	1.10	1.00
Blood Lust	R	U	2.40	1.10	1.00
Blue Mana Battery	A	A	1.50	1.30	1.00
Boomerang	U	C	0.60	0.25	0.25
Boris Devilboon	D	R	9.00	7.00	5.50
Brine Hag	U	U	1.20	1.10	1.00
Bronze Horse	A	R	5.00	5.00	5.00
Carrion Ants	R	R	7.50	5.00	5.00
Cat Warriors	G	C	0.60	0.25	0.25
Cathedral of Serra	L	U	1.20	1.00	1.00
Caverns of Despair	R	R	8.30	5.50	5.00
Chain Lightning	R	C	1.90	1.50	0.25
Chains of Mephistopheles	B	R	19.25	15.00	13.75
Chromium	D	R	10.75	9.00	7.50
Cleanse	W	R	11.25	10.00	6.00
Clergy of the Holy Nimbus	W	C	0.60	0.25	0.25
Cocoon	G	U	1.20	1.00	1.00
Concordant Crossroads	G	R	7.90	7.00	5.00
Cosmic Horror	R	R	8.30	5.00	5.00
Craw Giant	G	U	1.80	1.10	1.00
Cravasse	R	C	1.20	1.00	1.00
Crimson Kobolds	R	C	1.00	0.80	0.25
Crimson Manticores	R	R	7.50	6.00	5.00
Crookshank Kobolds	R	C	0.70	0.25	0.25
Cyclopean Mummy	B	C	0.80	0.50	0.25
D'Avenant Archer	W	C	0.60	0.25	0.25
Dakkon Blackblade	D	R	9.20	7.00	6.50
Darkness	B	C	0.60	0.50	0.25
Deadfall	G	U	1.40	1.10	1.00
Demonic Torment	B	U	1.20	1.00	1.00
Devouring Deep	U	C	0.60	0.25	0.25
Disarmour	R	R	6.80	6.00	5.00
Divine Intervention	W	R	7.80	5.50	5.00
Divine Offering	W	C	0.80	0.50	0.25
Divine Transformation	W	R	7.30	5.50	5.00
Dream Coat	U	U	1.20	1.00	1.00
Durkwood Boars	G	C	0.60	0.25	0.25
Dwarven Song	R	U	1.50	1.30	1.00
Elder Land Wurm	W	R	8.00	6.00	5.00
Elder Spawn	U	R	6.50	5.50	5.00
Elden Riders	G	R	6.40	5.50	5.00
Emerald Dragonfly	G	C	0.80	0.50	0.25
Enchanted Being	W	C	0.60	0.25	0.25
Enchantment Alteration	U	C	0.60	0.50	0.25
Energy Tap	U	C	0.60	0.25	0.25
Equinox	W	C	0.70	0.25	0.25
Eternal Warrior	R	U	1.20	1.00	1.00
Eureka	R	R	31.00	30.00	19.50
Evil Eye of Orms-Bj-Gore	B	U	1.40	1.10	1.00
Fallen Angel	B	U	4.30	2.00	1.00
Falling Star	R	R	13.25	8.00	6.30
Feint	R	C	0.60	0.25	0.25
Field of Dreams	U	C	13.00	8.00	6.50
Fire Sprites	G	C	0.60	0.25	0.25
Firestorm Phoenix	R	R	17.25	11.50	10.00
Flash Counter	U	C	0.60	0.50	0.25
Flash Flood	U	C	0.60	0.25	0.25
Floral Spuzzum	G	U	1.40	1.10	1.00
Force Spike	U	C	0.60	0.25	0.25
Forethought Amulet	A	R	8.90	8.00	6.50
Fortified Area	W	U	1.20	1.00	1.00
Frost Giant	R	U	1.70	1.50	1.00

Gabriel Angelfire	D	R	9.00	8.00	6.00
Gaseous Form	U	C	0.60	0.25	0.25
Gauntlets of Chaos	A	R	9.30	7.00	5.50
Ghosts of the Damned	B	C	0.80	0.50	0.25
Giant Slug	B	C	0.80	0.50	0.25
Giant Sturtle	R	C	0.60	0.25	0.25
Giant Turtle	G	C	0.60	0.25	0.25
Glyph of Delusion	U	C	0.60	0.25	0.25
Glyph of Destruction	R	C	0.60	0.25	0.25
Glyph of Doom	B	C	0.80	0.50	0.25
Glyph of Life	W	C	0.60	0.25	0.25
Glyph of Reincarnation	G	C	0.60	0.25	0.25
Gosta Dirk	D	R	8.00	6.00	5.50
Gravity Sphere	R	R	15.00	14.00	12.50
Great Defender	W	U	1.20	1.00	1.00
Great Wall	W	U	1.40	1.10	1.00
Greater Realm of Preservation	W	U	1.40	1.10	1.00
Greed	B	R	5.80	5.00	5.00
Green Mana Battery	A	U	1.50	1.30	1.00
Gwendlyn Di Corci	D	R	12.25	7.00	6.30
Halidane	D	R	8.00	6.00	5.50
Hammerheim	L	U	1.40	1.10	1.00
Hazezon Tamar	D	R	8.30	6.00	5.50
Headless Horseman	B	C	0.60	0.25	0.25
Heaven's Gate	W	U	1.20	1.00	1.00
Hell Swarm	B	C	0.80	0.50	0.25
Hell's Caretaker	B	R	8.00	8.00	7.00
Hellfire	B	R	12.00	11.00	10.00
Holy Day	W	C	0.60	0.25	0.25
Horn of Deafening	A	R	7.30	6.00	5.00
Hornet Cobra	G	C	0.60	0.25	0.25
Horror of Horrors	B	U	1.40	1.10	1.00
Hunding Gjornersen	D	U	1.40	1.10	1.00
Hyperion Blacksmith	R	U	1.40	1.10	1.00
Ichneumon Druid	G	U	1.40	1.10	1.00
Immolation	R	C	0.60	0.25	0.25
Imprison	B	R	8.30	6.00	5.30
In the Eye of Chaos	U	R	8.30	6.00	5.30
Indestructible Aura	W	C	0.60	0.25	0.25
Infernal Medusa	B	U	1.70	1.50	1.00
Infinite Authority	W	R	7.80	6.00	5.30
Invoke Prejudice	U	R	8.30	6.00	5.00
Ivory Guardians	W	U	1.40	1.10	1.00
Jacques le Vert	D	R	8.30	6.00	6.00
Jasmine Boreal	D	U	1.40	1.10	1.00
Jedit Ojanen	D	U	2.80	1.10	1.00
Jerrard of the Closed Fist	D	U	1.40	1.10	1.00
Johan	D	R	7.90	7.00	5.00
Jovial Evil	B	R	9.80	9.00	7.50
Juxtapose	U	R	7.50	6.00	5.00
Karakas	L	U	2.30	1.10	1.00
Kasimir the Lone Wolf	D	U	1.40	1.10	1.00
Keepers of the Faith	C	C	0.60	0.25	0.25
Kai Takahashi	D	R	7.30	5.50	5.00
Killer Bees	G	R	9.30	5.00	5.00
Kismet	W	U	1.80	1.10	1.00
Knowledge Vault	A	R	6.80	6.00	5.50
Kobold Drill Sergeant	R	U	2.70	1.50	1.00
Kobold Overlord	R	R	8.00	8.00	6.00
Kobold Taskmaster	R	U	2.70	1.50	1.00
Kobolds of Kher Keep	R	C	0.70	0.25	0.25
Kry Shield	A	U	1.50	1.30	1.00
Lady Caleria	D	R	7.70	6.00	5.50
Lady Evangela	D	R	7.70	6.00	5.50
Lady Orca	D	U	1.80	1.10	1.00
Land Equilibrium	U	R	12.50	6.50	5.50
Land Tax	W	U	6.30	5.00	2.50
Land's Edge	R	R	7.70	6.00	5.50
Lesser Werewolf	B	U	1.40	1.10	1.00
Life Chisel	A	U	1.80	1.10	1.00
Life Matrix	A	R	8.40	6.50	5.50
Lifeblood	W	R	8.30	6.00	5.50
Living Plane	G	R	13.25	6.00	5.30
Livonya Silone	D	R	8.00	6.00	5.50
Lord Magnus	D	U	1.60	1.10	1.00
Lost Soul	C	C	0.80	0.50	0.25
Mana Drain	U	C	32.00	18.00	9.50
Mana Matrix	A	R	9.30	7.00	5.50
Marble Priest	A	U	1.20	1.00	1.00
Marhault Eldrdragon	D	U	1.40	1.10	1.00
Master of the Hunt	G	R	16.75	7.00	6.30
Mirror Universe	A	R	77.00	67.50	63.00
Moat	W	R	51.25	40.00	37.50
Mold Demon	B	R	6.80	6.00	5.50
Moss Monster	G	C	0.80	0.50	0.25
Mountain Stronghold	L	U	1.20	1.00	1.00
Mountain Yeti	R	U	1.20	1.00	1.00
Nebuchadnezzar	D	R	8.00	8.00	5.50
Nether Void	B	R	30.75	30.00	27.00
Nicol Bolas	D	R	12.00	11.00	8.00
North Star	A	R	7.20	6.00	5.50
Nova Pentacle	A	R	10.00	10.00	6.50
Osai Vultures	D	C	0.60	0.25	0.25
Palkadia-Mors	D	R	10.25	8.00	7.00
Part Water	U	U	1.20	1.00	1.00
Pavel Malki	D	U	1.40	1.10	1.00
Pendelhaven	L	U	2.80	1.10	1.00
Petra Sphinx	W	R	7.50	6.00	5.00
Pit Scorpion	B	C	0.60	0.25	0.25
Pixie Queen	G	R	9.00	6.00	5.50
Planar Gate	A	R	9.50	8.00	6.50
Pradesh Gypsies	G	U	1.20	1.00	1.00
Presence of the Master	W	U	1.40	1.10	1.00
Primordial Ooze	R	U	1.20	1.00	1.00
Princess Lucrezia	D	U	2.80	2.00	1.00
Psionic Entity	D	R	7.50	6.00	5.00
Psychic Purge	U	C	0.70	0.50	0.25
Puppet Master	U	U	1.20	1.00	1.00
Pyrotechnics	R	C	0.60	0.50	0.25

Quagmire	B	U	1.40	1.10	1.00
Quarum Trench Gnomes	R	R	7.40	5.00	5.00
Rabid Wombat	G	U	1.40	1.10	1.00
Radjan Spirit	R	U	1.20	1.00	1.00
Raging Bull	R	C	0.60	0.25	0.25
Ragnar	D	R	8.00	6.00	5.50
Ramirez DePietro	D	U	2.70	1.50	1.00
Ramses Overdark	D	R	8.00	6.00	6.50
Rapid Fire	W	R	7.30	6.00	5.50
Rasputin Dreamweaver	D	R	6.40	5.50	5.00
Rebirth	G	U	5.70	5.00	5.00
Recall	U	R	10.25	7.00	5.50
Red Mana Battery	A	U	1.50	1.30	1.00
Reincarnation	G	U	1.20	1.00	1.00
Relic Barrier	A	U	2.40	1.50	1.00
Relic Bind	U	U	1.40	1.10	1.00
Remove Enchantments	U	C	0.60	0.50	0.25
Remove Soul	W	C	0.60	0.25	0.25
Reset	U	U	2.90	1.50	1.00
Revelation	G	R	7.00	6.00	5.50
Reverberation	R	U	8.50	6.00	5.50
Righteous Avengers	W	U	1.30	1.00	1.00
Ring of Immortals	A	R	6.80	6.00	5.50
Riven Turnbull	D	U	1.20	1.00	1.00
Rohgahh of Kher Keep	D	R	10.50	6.00	5.00
Rubinia Soulsinger	D	R	8.50	7.50	6.00
Rust	G	C	0.60	0.25	0.25
Sea King's Blessing	U	U	1.40	1.10	1.00
Seafarer's Quay	L	U	1.20	1.00	1.00
Seeker	W	U	1.20	1.00	1.00
Segovian Leviathan	A	R	6.80	6.00	5.30
Sentinel	A	R	7.70	6.00	5.30
Serpent Generator	R	U	7.70	6.00	5.30
Shelkin Brownie	G	C	0.60	0.25	0.25
Shield Wall	W	U	1.20	1.00	1.00
Shimian Night Stalker	B	U	1.20	1.00	1.00
Silhouette	U	U	1.20	1.00	1.00
Sir Shandalar of Eberyn	D	U	1.80	1.10	1.00
Sivriti Sczarzam	D	U	1.40	1.10	1.00
Sol'kanar the Swamp King	D	R	11.75	9.50	8.00
Spectral Cloak	U	U	2.30	1.50	1.00
Spinal Villian	R	R	13.25	8.00	6.00
Spirit Link	W	U	3.80	1.10	1.00
Spirit Shackles					

Squire	W	C3	0.25	0.25	0.15
Standing Stones	A	U2	2.00	1.00	1.00
Stone Calendar	A	U1	4.00	2.00	1.00
Sunken City	U	C3	0.25	0.25	0.15
Tangle Kelp	U	U2	1.00	1.00	1.00
The Fallen	B	U2	1.00	1.00	1.00
Tivadar's Crusade	W	U2	1.00	1.00	1.00
Tormod's Crypt	A	U2	2.00	1.00	1.00
Tower of Coral	A	U2	1.00	1.00	1.00
Tracker	G	U1	5.00	4.00	3.50
Uncle Istvan	B	U2	1.00	1.00	1.00
Venom	G	C3	0.25	0.25	0.15
Wand of Ith	A	U2	3.00	2.00	1.00
War Barge	A	U2	1.00	1.00	1.00
Water Wurm	U	C3	0.25	0.25	0.15
Whippoorwill	G	U2	1.00	1.00	1.00
Witch Hunter	W	U1	4.00	2.00	2.00
Word of Binding	B	C3	0.25	0.25	0.15
Worms of the Earth	B	U1	5.00	2.00	2.00
Wormwood Treefolk	G	U1	4.00	3.00	2.00
Total			250.05	182.50	148.75

Fallen Empires

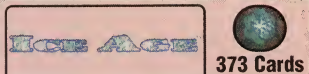


102 Cards

Fallen Empires Set	34.50	34.25	33.75
Fallen Empires Booster Box	57.75	57.50	57.25
Fallen Empires Booster Pack	1.80	1.80	1.70

CARD NAME	COL	RAR	UPPER	MEDIAN	LOWER
Aeolipie	A	U1	1.80	1.00	1.00
Armor Thrull #1-4	B	C1	0.25	0.25	0.25
Balm of Restoration	A	U1	1.50	1.00	1.00
Basal Thrull #1-4	B	C1	0.25	0.25	0.25
Bottomless Vault	L	U1	2.00	1.50	1.00
Brassclaw Orcs #1-4	R	C1	0.25	0.25	0.25
Breeding Pit	B	U3	1.00	1.00	0.60
Combat Medic #1-4	W	C1	0.25	0.25	0.25
Conch Horn	A	U1	1.70	1.00	1.00
Deep Spawn	U	U3	1.00	1.00	0.60
Delir's Cone	A	C1	0.25	0.25	0.25
Delir's Cube	A	U1	1.00	1.00	1.00
Dereler	B	U1	3.00	2.70	2.10
Draconian Cylax	A	U1	1.80	1.00	1.00
Dwarven Armorer	R	U1	1.80	1.00	1.00
Dwarven Catapult	R	U3	0.90	0.80	0.60
Dwarven Hold	L	U1	2.40	1.80	1.10
Dwarven Lieutenant	R	U3	0.90	0.80	0.60
Dwarven Runts	L	U2	1.00	1.00	1.00
Dwarven Soldier #1-3	R	C1	0.25	0.25	0.25
Ebon Praetor	B	U1	2.00	1.50	1.00
Ebon Stronghold	L	U2	1.00	1.00	1.00
Elven Fortress #1-4	G	C1	0.25	0.25	0.25
Elven Lyre	A	U1	1.70	1.00	1.00
Elish Farmer	G	U1	1.80	1.00	1.00
Elish Hunter #1-3	G	C1	0.25	0.25	0.25
Elish Scout #1-3	G	C1	0.25	0.25	0.25
Farrelite Priest	W	U3	0.80	0.50	0.50
Farrel's Mantle	W	U3	0.90	0.80	0.60
Farrel's Zealot #1-3	W	C1	0.25	0.25	0.25
Feral Thrallid	G	U3	0.90	0.80	0.60
Fungal Bloom	F	U1	2.00	1.50	1.00
Goblin Chirurgeon #1-3	R	C1	0.25	0.25	0.25
Goblin Flotilla	R	U1	1.80	1.00	1.00
Goblin Grenade #1-3	R	C1	0.25	0.25	0.25
Goblin Kites	R	U3	0.90	0.80	0.60
Goblin War Drums #1-4	R	C1	0.25	0.25	0.25
Goblin Warrens	W	U1	2.90	2.30	2.00
Hand of Justice	W	U1	2.40	2.00	1.30
Havenwood Battleground	L	U2	1.00	1.00	1.00
Heroism	W	U3	0.90	0.80	0.60
High Tide #1-3	U	C1	0.25	0.25	0.25
Hollow Trees	L	U1	2.80	1.50	1.00
Homarid Shaman	U	U1	1.70	1.00	1.00
Homarid Spawning Bed	U	U3	1.00	1.00	0.60
Homarid Warrior #1-3	U	C1	0.25	0.25	0.25
Homarid #1-4	U	C1	0.25	0.25	0.25
Hymn to Touchach #1-4	B	C1	0.45	0.25	0.25
Ictavian Infantry #1-4	W	C1	0.25	0.25	0.25
Ictavian Javelineers #1-3	W	C1	0.25	0.25	0.25
Ictavian Lieutenant	W	U1	2.40	1.00	1.00
Ictavian Moneychanger #1-3	W	C1	0.25	0.25	0.25
Ictavian Phalanx	W	U3	0.80	0.50	0.50
Ictavian Priest	W	U3	0.90	0.80	0.60
Ictavian Scout #1-4	W	U3	0.80	0.50	0.50
Ictavian Skirmishers	W	U1	1.00	1.00	1.00
Ictavian Store	L	U1	2.00	2.00	1.60
Ictavian Town	W	U1	2.90	2.30	1.30
Implements of Sacrifice	A	U1	1.70	1.00	1.00
Initiates of the Ebon Hand #1-3	B	C1	0.25	0.25	0.25
Merseine #1-4	U	C1	0.25	0.25	0.25
Mindstab Thrull #1-3	B	C1	0.25	0.25	0.25
Necrite #1-3	B	C1	0.25	0.25	0.25
Night Soil #1-3	G	C1	0.25	0.25	0.25
Orchish Captain	R	U3	0.90	0.80	0.60
Orchish Spy #1-3	R	C1	0.25	0.25	0.25
Orchish Veteran #1-4	R	C1	0.25	0.25	0.25
Order of Leitbur #1-3	B	C1	0.25	0.25	0.25
Order of the Ebon Hand #1-3	B	C1	0.25	0.25	0.25
Orgg	R	U3	3.00	2.40	1.30
Raiding Party	R	U3	0.90	0.80	0.60
Rainbow Vale	L	U1	3.60	3.00	1.90
Ring of Renewal	A	U1	2.00	1.50	1.00
River Merfolk	A	U1	2.00	1.50	1.00
Ruins of Trokair	L	U2	1.00	1.00	1.00
Sand Siles	L	U1	2.00	1.50	1.00
Seasinger	U	U3	1.00	1.00	0.60
Soul Exchange	B	U3	0.90	0.80	0.60

Spirit Shield	A	U1	1.00	1.00	1.00
Spore Cloud #1-3	G	C1	0.25	0.25	0.25
Spore Flower	G	U3	0.90	0.80	0.60
Svyelunite Priest	U	U3	0.90	0.80	0.60
Svyelunite Temple	L	U2	1.00	1.00	1.00
Thalid Devourer	G	U3	0.80	0.50	0.50
Thalid #1-4	G	C1	0.25	0.25	0.25
Thelonite Druid	G	U3	0.90	0.80	0.60
Thelonite Monk	G	U1	1.80	1.00	1.00
Thelon's Chant	G	U3	1.00	0.90	0.60
Thelon's Curse	G	U1	2.00	1.50	1.00
Thorn Thalid #1-4	G	C1	0.25	0.25	0.25
Thrull Champion	B	U1	2.00	1.80	1.10
Thrull Retainer	U	U3	0.80	0.50	0.50
Thrull Wizard	B	U3	0.90	0.80	0.60
Tidal Flats #1-3	U	C1	0.25	0.25	0.25
Tidal Influence	U	U3	0.90	0.80	0.60
Tourach's Chant	B	U3	0.90	0.80	0.60
Tourach's Gate	B	U1	2.00	1.50	1.00
Vodalian Knights	U	U1	2.00	1.50	1.00
Vodalian Mage #1-3	U	C1	0.25	0.25	0.25
Vodalian Soldiers #1-4	U	C1	0.25	0.25	0.25
Vodalian War Machine	U	U1	2.00	1.50	1.00
Zelyon Sword	A	U1	1.80	1.00	1.00
Total			110.65	86.75	69.55



373 Cards

Ice Age Set	L	172.75	170.75	168.50
Ice Age Starter Box		108.75	107.25	106.00
Ice Age Booster Box		122.75	121.75	121.00
Ice Age Starter Deck		12.00	12.00	11.75
Ice Age Booster Pack		5.50	5.00	4.90

CARD NAME	COL	RAR	UPPER	MEDIAN	LOWER
Abyssal Specter	B	U1	1.00	1.00	0.70
Adarkar Sentinel	A	U1	0.80	0.50	0.50
Adarkar Unicorn	W	C1	0.25	0.25	0.15
Adarkar Wastes	L	R	6.00	5.70	5.30
Aegis of the Meek	A	R	3.00	3.00	2.80
Aggression	R	U1	1.00	1.00	0.70
Altar of Bone	D	R	3.00	3.00	3.00
Amulet of Quoz	A	R	3.00	3.00	2.40
Anarchy	R	U1	1.00	1.00	0.70
Arctic Foxes	W	C1	0.25	0.25	0.15
Arcum's Sleigh	A	U1	0.80	0.50	0.50
Arcum's Weathervane	A	U1	0.80	0.50	0.50
Arcum's Whistle	A	U1	0.80	0.50	0.50
Arenson's Aura	W	C1	0.25	0.25	0.15
Armor of Faith	W	C1	0.25	0.25	0.15
Arnjot's Ascent	U	C1	0.25	0.25	0.15
Ashen Ghoul	B	U1	1.00	1.00	0.50
Aurochs	G	C1	0.25	0.25	0.15
Avalanche	R	U1	0.80	0.50	0.50
Balduvian Barbarians	R	C1	0.25	0.25	0.15
Balduvian Bears	G	C1	0.25	0.25	0.15
Balduvian Conjurer	U	U1	1.00	0.80	0.50
Balduvian Hydra	R	R	3.20	3.00	3.00
Balduvian Shaman	U	C1	0.25	0.25	0.15
Barbarian Guides	R	C1	0.25	0.25	0.15
Barbed Sextant	A	C1	0.25	0.25	0.15
Baton of Morale	A	U1	1.00	0.80	0.50
Battle Cry	W	U1	1.00	1.00	0.70
Battle Frenzy	R	C1	0.25	0.25	0.15
Binding Grasp	U	U1	1.00	1.00	0.70
Black Scarab	W	U1	1.00	0.80	0.50
Blessed Wine	W	C1	0.25	0.25	0.15
Blinking Spirit	W	R	5.00	4.80	3.00
Blizzard	G	R	3.00	3.00	2.50
Blue Scarab	W	U1	1.00	0.80	0.50
Bone Shaman	R	C1	0.25	0.25	0.15
Brainstorm	U	C1	0.25	0.25	0.15
Brand of Ill Omen	R	R	3.00	3.00	3.00
Breath of Dreams	U	U1	1.00	0.80	0.50
Brine Shaman	B	C1	0.25	0.25	0.15
Brown Oughe	G	C1	0.25	0.25	0.15
Brushland	L	R	5.60	5.10	5.00
Burnt Offering	B	C1	0.25	0.25	0.15
Call to Arms	W	R	3.20	3.00	3.00
Canbou Range	W	R	3.20	3.00	2.50
Celestial Sword	A	R	3.20	3.00	3.00
Centaur Archer	D	U1	1.00	0.80	0.50
Chaos Lord	R	R	3.20	3.00	2.80
Chaos Moon	R	R	3.00	3.00	3.00
Chromatic Armor	D	R	3.00	3.00	2.90
Chub Toad	G	C1	0.25	0.25	0.15
Circle of Protection: Black	W	C1	0.25	0.25	0.15
Circle of Protection: Blue	W	C1	0.25	0.25	0.15
Circle of Protection: Green	W	C1	0.25	0.25	0.15
Circle of Protection: Red	W	C1	0.25	0.25	0.15
Circle of Protection: White	W	C1	0.25	0.25	0.15
Clairvoyance	U	C1	0.25	0.25	0.15
Cloak of Confusion	B	C1	0.25	0.25	0.15
Cold Snap	W	U1	1.00	0.80	0.50
Conquer	R	U1	1.00	1.00	0.50
Cooperation	W	C1	0.25	0.25	0.15
Counterspell	U	C1	0.25	0.25	0.25
Crown of the Ages	A	R	3.00	3.00	2.90
Curse of Marit Lage	R	R	3.00	3.00	2.80
Dark of the Dead	B	U1	1.00	1.00	0.50
Dark Banishing	B	C1	0.25	0.25	0.15
Dark Ritual	B	C1	0.25	0.25	0.15
Death Ward	W	C1	0.25	0.25	0.15
Deflection	U	R	6.00	5.70	4.00
Demonic Consultation	B	U1	1.00	1.00	0.50
Despotic Scepter	A	R	3.00	3.00	2.00
Diabolic Vision	D	U1	1.00	0.80	0.50

Dire Wolves	G	C1	0.25	0.25	0.15
Disenchant	W	C1	0.25	0.25	0.15
Druid Wight	G	R	3.00	3.00	2.80
Dreams of the Dead	U	U1	1.00	0.80	0.50
Drift of the Dead	B	U1	1.00	0.80	0.50
Drought	W	U1	1.00	1.00	0.70
Dwarven Armory	R	R	3.00	3.00	2.30
Earthlink	D	R	3.20	3.00	3.00
Earthlore	G	C1	0.25	0.25	0.15
Elder Druid	R	R	3.20	3.00	3.00
Elemental Augury	D	R	3.00	3.00	3.00
Elkin Bottle	A	R	3.00	3.00	3.00
Elish Healer	W	C1	0.25	0.25	0.15
Enduring Renewal	W	R	6.80	5.10	3.90
Energy Storm	W	R	3.20	3.00	3.00
Enevate	U	C1	0.25	0.25	0.15
Errant Minion	U	C1	0.25	0.25	0.15
Errantry	R	C1	0.25	0.25	0.15
Essence Filter	G	C1	0.25	0.25	



Card Name	COL	RAR	UPPER	MEDIAN	LOWER
Skull Catapult	A	U	1.00	0.80	0.50
Sleight of Mind	U	U	1.00	1.00	0.70
Snow Devil	C	C	0.25	0.25	0.15
Snow Fortress	A	R	3.20	3.00	3.00
Snow Hound	W	U	1.00	0.80	0.50
Snowblind	G	R	3.20	3.00	2.00
Snow-Covered Forest	L	C	0.25	0.25	0.15
Snow-Covered Island	L	C	0.25	0.25	0.15
Snow-Covered Mountain	L	C	0.25	0.25	0.15
Snow-Covered Plains	L	C	0.25	0.25	0.15
Snow-Covered Swamp	L	C	0.25	0.25	0.15
Snowfall	C	C	0.25	0.25	0.15
Soldier Golem	A	R	3.00	3.00	3.00
Soldier Machinist	U	U	1.00	0.80	0.50
Soldier Simulacrum	A	U	1.00	0.80	0.50
Songs of the Damned	B	C	0.25	0.25	0.15
Soul Bearer	U	U	1.00	0.80	0.50
Soul Burn	B	C	0.25	0.25	0.15
Soul Kiss	B	C	0.25	0.25	0.15
Spectral Shield	U	U	1.00	0.80	0.50
Spoils of Evil	B	R	3.00	3.00	2.50
Spoils of War	B	R	3.20	3.00	3.00
Staff of the Ages	A	R	3.00	2.80	2.30
Stampede	R	C	3.10	3.00	3.00
Stench of Evil	B	U	1.00	0.80	0.50
Stone Rain	R	C	0.25	0.25	0.15
Stone Spirit	R	U	1.00	0.80	0.50
Stonehounds	R	C	0.25	0.25	0.15
Storm Spirit	D	R	3.20	3.00	3.00
Stormbind	D	R	4.00	3.80	3.20
Stormgard Cabal	B	R	3.00	3.00	2.00
Stunted Growth	G	R	3.00	3.00	3.00
Sulfurous Springs	L	R	6.30	6.00	5.20
Sunstone	A	U	1.00	0.80	0.50
Swamps (3 versions)	L	C	0.25	0.25	0.15
Swords to Plowshares	W	U	2.00	1.00	0.70
Tarpan	G	C	0.25	0.25	0.15
Thermokarst	G	U	1.00	1.00	0.70
Thoughtleech	G	U	1.00	0.80	0.50
Thunder Wall	U	1.00	0.80	0.50	0.50
Timberline Ridge	L	R	3.20	3.00	3.00
Time Bomb	A	R	3.20	3.00	3.00
Tinder Wall	G	C	0.25	0.25	0.15
Tor Giant	R	C	0.25	0.25	0.15
Total War	R	R	3.00	3.00	2.80
Touch of Death	B	C	0.25	0.25	0.15
Touch of Vitae	G	U	1.00	0.90	0.50
Trailblazer	G	R	3.00	3.00	2.80
Underground River	L	R	6.50	6.00	5.30
Updraft	U	U	1.00	0.80	0.50
Urza's Bauble	A	U	1.00	0.80	0.50
Veldt	L	R	3.00	3.00	3.00
Venomous Breath	G	U	1.00	0.80	0.50
Vertigo	R	U	1.00	1.00	0.70
Vexing Arcanist	A	R	3.20	3.00	3.00
Vibrating Sphere	A	R	3.00	2.80	1.80
Walking Wall	A	U	1.00	0.80	0.50
Wall of Lava	R	U	1.00	0.80	0.50
Wall of Pine Needles	G	U	1.00	0.80	0.50
Wall of Shields	A	U	1.00	0.80	0.50
War Chariot	A	U	1.00	0.80	0.50
Warning	W	C	0.25	0.25	0.15
Whalebone Glider	A	U	1.00	0.80	0.50
White Scarab	W	U	1.00	0.80	0.50
Whiteout	G	U	1.00	1.00	0.70
Whitigo	G	R	3.20	3.00	3.00
Wild Growth	G	C	0.25	0.25	0.15
Wind Spirit	U	U	1.00	0.80	0.50
Wings of Aeshir	D	U	1.00	1.00	0.70
Winter's Chill	U	R	3.20	3.00	3.00
Withering Wisps	B	U	1.00	1.00	0.70
Woolly Mammoths	G	C	0.25	0.25	0.15
Woolly Spider	G	C	0.25	0.25	0.15
Word of Blasting	R	U	1.00	0.80	0.50
Word of Undoing	C	C	0.25	0.25	0.15
Wrath of Marit Lage	U	R	3.00	3.00	1.80
Yavimaya Gnats	G	U	1.00	1.00	0.70
Zuran Enchanter	C	U	0.25	0.25	0.15
Zuran Orb	A	U	1.00	1.00	0.50
Zuran Spellcaster	C	U	0.25	0.25	0.15
Zur's Weirding	U	R	4.10	3.50	3.00
Total			586.95	543.05	437.65

Chronicles

125 Cards

Chronicles Set 80.50 77.00 73.50

Chronicles Booster Box 94.75 94.50 94.25

Chronicles Booster Pack 4.30 4.20 4.10

Card Name	COL	RAR	UPPER	MEDIAN	LOWER
Abu Jafar	W	U	1.00	1.00	0.60
Active Volcano	R	C	0.25	0.25	0.15
Akron Legionnaire	U	U	2.20	2.00	2.00
Aladdin	R	U	2.00	2.00	1.30
Angellic Voices	W	U	4.00	4.00	2.50
Arcades Sabboth	D	U	4.80	4.00	2.50
Arena of the Ancients	A	U	2.00	2.00	2.00
Argothian Pixies	G	C	0.25	0.25	0.15
Ashnod's Altar	A	C	0.25	0.25	0.15
Ashnod's Transmogrator	A	C	0.25	0.25	0.15
Axelrod Gunnarson	D	U	2.40	2.00	1.30
Ayesha Tanaka	D	U	2.00	2.00	2.00
Azure Drake	U	U	1.00	0.70	0.50
Banshee	B	U	1.00	0.70	0.50
Barl's Cage	A	U	2.00	2.00	1.30
Beasts of Bogardan	R	U	1.00	0.70	0.50
Blood Moon	R	U	4.00	4.00	3.20
Blood of the Martyr	W	U	1.00	0.70	0.50
Bog Rats	B	C	0.25	0.25	0.15
Book of Rass	A	U	2.00	1.50	1.00
Boomerang	U	C	0.25	0.25	0.15
Bronze Horse	A	U	2.00	2.00	2.00
Cat Warriors	G	C	0.25	0.25	0.15
Chromium	D	U	5.00	4.50	3.20
City of Brass	L	U	6.80	5.60	5.00
Cocoon	G	U	1.00	0.70	0.50
Concordant Crossroads	G	U	3.50	3.00	2.60
Craw Giant	G	U	3.00	1.00	0.60
Cuombajj Witches	B	C	0.25	0.25	0.15
Cyclone	U	U	2.00	2.00	1.30
Dakkon Blackblade	D	U	3.70	2.50	2.00
Dance of Many	U	U	4.30	2.00	2.00
Dandari	U	C	0.25	0.25	0.15
D'Avenant Archer	W	C	0.25	0.25	0.15
Divine Offering	W	C	0.25	0.25	0.15
Emerald Dragonfly	G	C	0.25	0.25	0.15
Enchantment Alteration	U	U	1.00	0.70	0.50
Ernam Djinn	U	C	3.60	1.80	1.00
Fallen Angel	B	U	1.00	1.00	1.00
Feldon's Cane	A	C	0.45	0.25	0.25
Fire Drake	R	U	1.00	0.90	0.60
Fishliver Oil	U	C	0.25	0.25	0.15
Flash Flood	U	C	0.25	0.25	0.15
Fountain of Youth	A	C	0.45	0.25	0.25
Gabriel Angelife	D	U	3.00	3.00	2.30
Gauntlets of Chaos	A	U	2.40	2.00	2.00
Ghazban Ogre	G	C	0.25	0.25	0.15
Giant Slug	B	C	0.25	0.25	0.15
Goblin Artisans	R	U	1.00	0.70	0.50
Goblin Digging Team	R	C	0.25	0.25	0.15
Goblin Shrine	R	C	0.25	0.25	0.15
Goblins of the Flarg	R	C	0.25	0.25	0.15
Hasran Ogress	B	C	0.25	0.25	0.15
Heil's Caretaker	A	U	5.00	4.50	3.20
Horn of Deafening	A	U	2.90	2.30	2.00
Indestructible Aura	G	C	0.25	0.25	0.15
Ivory Guardians	W	U	1.00	0.70	0.50
Jalum Tome	A	U	2.00	2.00	1.30
Jeweled Bird	A	U	2.00	2.00	1.30
Johan	D	U	4.00	3.50	2.30
Juxtapose	U	U	2.90	2.30	1.30
Keepers of the Faith	W	C	0.25	0.25	0.15
Kei Takahashi	D	C	0.25	0.25	0.15
Land's Edge	R	U	4.00	4.00	3.20
Living Armor	A	C	0.25	0.25	0.15
Marhatul Elsdragon	D	C	0.25	0.25	0.15
Metamorphosis	G	C	0.25	0.25	0.15
Mountain Yeti	R	C	0.25	0.25	0.15
Nebuchadnezzar	D	U	4.00	4.00	4.00
Nicol Bolas	D	U	4.80	4.00	3.80
Obelisk of Undoing	A	U	2.50	2.50	2.10
Palladia-Mors	D	U	5.00	4.50	3.20
Petra Sphinx	W	U	3.00	2.80	2.10
Primordial Ooze	R	U	1.00	0.70	0.50
Puppet Master	U	U	1.00	0.70	0.50
Rabid Wombat	G	U	1.00	0.70	0.50
Rakalite	A	U	2.00	1.80	1.10
Recall	U	U	1.00	1.00	0.70
Remove Soul	U	C	0.25	0.25	0.15
Repentant Blacksmith	W	C	0.25	0.25	0.15
Revelation	G	U	2.00	2.00	2.00
Rubina Soulsinger	R	U	4.00	4.00	2.50
Runesword	A	C	0.25	0.25	0.15
Safe Haven	L	U	2.50	2.30	2.00
Scavenger Folk	G	C	0.25	0.25	0.15
Sentinel	A	U	2.00	2.00	1.30
Serpent Generator	A	U	4.00	4.00	3.20
Shield Wall	W	U	1.00	0.70	0.50
Shimian Nightstalker	B	U	1.00	0.70	0.50
Shivri Scarszam	D	C	0.25	0.25	0.15
Soft-Kanar the Swamp King	D	U	4.00	3.50	3.00
Stang	U	U	2.90	2.30	1.30
Storm Seeker	G	U	1.80	1.00	1.00
Takklemaggot	U	U	1.00	0.70	0.50
Teleport	U	U	2.40	2.00	2.00
The Fallen	B	U	1.00	0.70	0.50
The Wretched	B	U	4.80	4.00	2.50
Tobias Andron	C	C	0.25	0.25	0.15
Tor Wauki	D	C	0.25	0.25	0.15

Tormod's Crypt	A	C	0.25	0.25	0.15
Transmutation	B	C	0.25	0.25	0.15
Triassic Egg	A	U	2.00	2.00	2.00
Urza's Mine, claw sphere	L	C	0.25	0.25	0.25
Urza's Mine, mouth	L	C	0.25	0.25	0.25
Urza's Mine, pulley	L	C	0.25	0.25	0.25
Urza's Mine, tower	L	C	0.25	0.25	0.25
Urza's Powerplant, bug	L	C	0.25	0.25	0.25
Urza's Powerplant, column	L	C	0.25	0.25	0.25
Urza's Powerplant, rock in pot	L	C	0.25	0.25	0.25
Urza's Powerplant, sphere	L	C	0.25	0.25	0.25
Urza's Tower, forest	L	C	0.25	0.25	0.25
Urza's Tower, mountains	L	C	0.25	0.25	0.25
Urza's Tower, plains	L	C	0.25	0.25	0.25
Urza's Tower, shore	L	C	0.25	0.25	0.25
Vaeictis Asmadi	D	U	4.80	4.00	3.20
Voodoo Doll	A	U	2.00	2.00	2.00
Wall of Heat	R	C	0.25	0.25	0.15
Wall of Opposition	R	U	1.00	1.00	0.60
Wall of Shadows	B	C	0.25	0.25	0.15
Wall of Vapor	U	C	0.25	0.25	0.15
Wall of Wonder	U	U	1.00	0.70	0.50
War Elephant	W	C	0.25	0.25	0.15
Witch Hunter	W	U	3.00	1.00	0.60
Xira Arien	D	U	2.50	2.50	2.10
Yawgmoth Demon	B	U	3.00	2.80	2.10
Total			189.40	166.10	128.70

HOMELANDS

115 Cards

Homelands Set	45.75	43.75	42.00
Homelands Booster Box	74.00	73.25	72.25
Homelands Booster Pack	2.20	2.00	2.00

Card Name	COL	RAR	UPPER	MEDIAN	LOWER
Abbey Gargoyles	W	U	1.00	0.50	0.50
Abbey Matron #1 & #2	W	C	0.25	0.25	0.15
Aether Storm	U	U	1.00	0.80	0.50
Alban's Tower #1 & #2	R	C	0.25	0.25	0.15
Ambush	R	C	0.25	0.25	0.15
Ambush Party #1 & #2	G	C	0.25	0.25	0.15
An-Hava Constable	U	U	1.50	1.00	1.00
An-Hava Inn	G	U	1.00	0.50	0.50
An-Hava Township	L	U	1.00	0.80	0.50
An-Zerrin Ruins	R	U	2.70	1.00	1.00
Anaba Ancestor	R	U	2.00	2.00	1.00
Anaba Bodyguard #1 & #2	R	C	0.25	0.25	0.15
Anaba Shaman #1 & #2	R	C	0.25	0.25	0.15
Anaba Spirit Crafter	R	U	2.30	2.00	1.00

Keeper of Tresserhorn	B	R	4.00	4.00	3.40
Kjeldoran Escort #1 & #2	W	C1/C20.25	0.25	0.10	
Kjeldoran Home Guard	W	U	1.00	0.80	0.50
Kjeldoran Outpost	L	R	9.50	7.50	5.90
Kjeldoran Pride #1 & #2	W	C1	0.25	0.25	0.10
Krovikan Horror	B	R	4.30	4.00	4.00
Krovikan Plague	B	U	1.00	0.80	0.50
Lake of the Dead	L	R	8.80	6.50	5.80
Lat-Nam's Legacy #1 & #2	U	C1	0.25	0.25	0.10
Library of Lat-Nam	U	R	4.00	4.00	4.00
Lim-Dul's High Guard #1 & #2	B	C1	0.25	0.25	0.10
Lim-Dul's Paladin	D	U	1.00	1.00	0.90
Lim-Dul's Vault	D	U	1.00	1.00	0.90
Lodestone Bauble	A	R	4.00	4.00	3.80
Lord of Tresserhorn	D	R	6.20	5.30	4.00
Martyrdom #1 & #2	W	C1	0.25	0.25	0.10
Misfortune	D	R	4.00	4.00	3.40
Mishra's Groundbreaker	A	U	1.00	1.00	0.70
Misinformation	B	U	1.00	1.00	0.70
Mystic Compass	A	U	1.00	1.00	0.50
Nature's Blessing	D	U	1.00	1.00	0.50
Nature's Chosen	G	U	1.00	0.80	0.50
Nature's Wrath	G	R	4.00	4.00	3.40
Noble Steeds #1 & #2	W	C1	0.25	0.25	0.10
Omen of Fire	R	U	4.00	3.30	3.00
Phantasmal Fiend #1 & #2	B	C1	0.25	0.25	0.10
Phantasmal Sphere	U	R	3.20	3.00	3.00
Phelddagrif	D	R	4.00	3.80	3.00
Phyrexian Boon #1 & #2	B	C1	0.25	0.25	0.10
Phyrexian Devourer	A	R	4.00	3.00	3.00
Phyrexian Portal	A	R	3.20	3.00	3.00
Phyrexian War Beast #1 & #2	A	C1	0.25	0.25	0.10
Pillage	R	U	1.90	1.30	0.90
Primitive Justice	R	U	1.00	1.00	0.90
Pyrokinesis	R	U	1.00	1.00	0.90
Reinforcements #1 & #2	W	C1	0.25	0.25	0.10
Reprisal #1 & #2	W	U	1.00	1.00	0.50
Ritual of the Machine	B	R	4.00	4.00	3.80
Rogue Skycaptain	R	R	4.00	3.30	3.00
Royal Decree	W	R	3.20	3.00	3.00
Royal Herbalist #1 & #2	W	C1	0.25	0.25	0.10
Scarab of the Unseen	A	U	1.00	0.80	0.50
Scars of the Veteran	W	U	1.00	0.80	0.50
School of the Unseen	L	U	1.00	0.80	0.50
Seasoned Tactician	W	U	1.00	0.80	0.50
Sheltered Valley	L	R	4.00	3.80	3.00
Shield Sphere	A	U	1.00	1.00	0.70
Sol Grail	A	R	2.10	2.00	1.80
Soldier Adnate #1 & #2	B	C1	0.25	0.25	0.10
Soldier Digger	A	R	5.00	4.70	4.00
Soldier Excavations	L	R	4.00	4.00	3.80
Soldier Heretic #1 & #2	U	C1	0.25	0.25	0.10
Soldier Sage #1 & #2	U	C1/C20.25	0.25	0.10	
Soldier Sentry #1 & #2	A	C1	0.25	0.25	0.10
Soldier Steam Beast #1 & #2	A	C1	0.25	0.25	0.10
Soldier of Fortune	R	U	1.00	1.00	0.50
Spiny Starfish	U	U	1.00	1.00	0.90
Splintering Wind	G	R	3.20	3.00	3.00
Stench of Decay #1 & #2	B	C1	0.25	0.25	0.10
Storm Cauldron	A	R	5.00	4.80	4.00
Storm Crow #1 & #2	U	U	1.00	0.80	0.50
Storm Elemental	R	U	1.00	0.80	0.50
Storm Shaman #1 & #2	R	C1	0.25	0.25	0.10
Stromgald Spy	B	U	1.00	1.00	0.90
Suffocation	U	U	1.00	0.80	0.70
Surge of Strength	D	U	1.00	1.00	0.90
Sustaining Spirit	W	R	4.00	4.00	3.90
Swamp Mosquito #1 & #2	B	C1/C20.25	0.25	0.10	
Sworn Defender	W	R	4.00	3.90	3.00
Taste of Paradise #1 & #2	G	C1/C20.25	0.25	0.10	
Thawing Glaciers	L	R	7.70	6.30	5.40
Thought Lash	U	R	4.00	3.30	3.00
Tidal Control	U	R	3.30	3.00	3.00
Tornado	G	R	4.00	3.00	3.00
Undergrowth #1 & #2	G	C1	0.25	0.25	0.10
Unlikely Alliance	W	U	1.00	0.80	0.50
Urza's Engine	A	R	2.50	1.30	1.00
Varchild's Crusader #1 & #2	R	C1	0.25	0.25	0.10
Varchild's War-Riders	R	R	5.00	4.30	3.90
Veteran's Voice #1 & #2	R	C1	0.25	0.25	0.10
Viscerid Armor #1 & #2	U	C1	0.25	0.25	0.10
Viscerid Drone	U	U	1.00	1.00	0.50
Wandering Mage	D	R	4.00	3.30	3.00
Whip Vine #1 & #2	G	C1	0.25	0.25	0.10
Whirling Catapult	A	R	3.30	2.00	1.40
Wild Aesthir #1 & #2	W	C1/C20.25	0.25	0.10	
Winter's Night	D	R	4.00	4.00	3.90
Yavimaya Ancients #1 & #2	G	C1	0.25	0.25	0.10
Yavimaya Ants	G	U	1.00	1.00	0.70
Total			283.30	255.30	208.80

335 Cards

Mirage Set	200.00	200.00	200.00
Booster Box	103.50	102.00	100.50
Starter Box	100.00	100.00	100.00
Starter Deck	11.00	10.00	10.00
Booster Pack	4.20	3.50	3.50

CARD NAME	COL	RAR	UPPER	MEDIAN	LOWER
Abyssal Hunter	B	R	4.00	3.50	3.00
Acidic Dagger	A	R	3.00	2.90	
Ahya Grove	G	R	3.00	3.00	3.00
Afterlife	W	U	1.00	1.00	1.00
Agility	R	C	0.25	0.25	0.20
Alarum	W	C	0.25	0.25	0.20
Aleatory	R	U	1.00	1.00	0.70

Amber Prison	A	R	3.50	3.00	3.00
Amulet of Unmaking	A	R	3.00	3.00	3.00
Ancestral Memories	U	R	3.50	3.00	3.00
Armor of Thorns	G	C	0.25	0.25	0.20
Armorer Guildmage	R	C	0.25	0.25	0.20
Ashen Powder	B	R	3.80	3.00	3.00
Asmira, Holy Avenger	D	R	3.50	3.00	3.00
Auspicious Ancestor	W	R	3.00	3.00	3.00
Azimate Drake	G	C	0.25	0.25	0.20
Bad River	L	U	1.00	1.00	0.90
Barbed Foliage	G	U	1.00	1.00	1.00
Barbed-Back Wurm	B	U	1.00	1.00	0.80
Barreling Attack	R	R	3.00	3.00	3.00
Basalt Golem	A	U	1.00	1.00	0.90
Bay Falcon	U	C	0.25	0.25	0.20
Bazaar of Wonders	R	U	4.50	4.00	3.30
Benevolent Unicorn	W	C	0.25	0.25	0.20
Benthic Djinn	D	R	4.00	3.00	3.00
Binding Agony	B	C	0.25	0.25	0.20
Blighted Shaman	B	U	1.00	1.00	1.00
Blind Fury	R	U	1.00	1.00	0.90
Blinding Light	W	U	1.00	1.00	1.00
Blistering Barrier	R	C	0.25	0.25	0.20
Bone Harvest	B	C	0.25	0.25	0.20
Bone Mask	A	R	3.00	3.00	3.00
Boomerang	U	C	0.25	0.25	0.20
Breathstealer	R	C	0.25	0.25	0.20
Brushwagg	G	R	3.00	3.00	3.00
Builder's Balm	R	C	0.25	0.25	0.20
Burning Pain Ereet	U	U	1.00	1.00	1.00
Burning Shield Askari	R	C	0.25	0.25	0.20
Cadaverous Bloom	D	R	6.00	6.00	4.50
Cadaverous Knight	G	B	2.50	0.25	0.20
Canopy Dragon	B	R	5.10	5.00	4.00
Carriion	B	R	3.50	3.00	3.00
Catacomb Dragon	B	R	6.00	5.50	4.00
Celestial Dawn	W	U	5.40	5.00	3.30
Cerulean Wyvern	U	U	1.00	1.00	0.80
Chaos Charm	R	C	0.25	0.25	0.20
Chaosphere	R	R	3.50	3.00	3.00
Charcoal Diamond	A	U	1.00	1.00	1.00
Chariot of the Sun	A	U	1.00	1.00	0.70
Choking Sands	B	C	0.25	0.25	0.20
Cinder Cloud	R	U	1.00	1.00	0.90
Circle of Despair	D	R	3.00	3.00	2.80
Civic Guildmage	W	C	0.25	0.25	0.20
Cloak of Invisibility	U	C	0.25	0.25	0.20
Consuming Ferocity	R	U	1.00	1.00	0.80
Coral Fighters	U	U	1.00	1.00	1.00
Crown of Rhinos	G	C	0.25	0.25	0.20
Crimson Hellkite	R	R	7.30	5.00	3.90
Crimson Roc	R	U	1.00	1.00	0.90
Crypt Cobra	B	U	1.00	1.00	0.80
Crystal Golem	A	U	1.00	1.00	1.00
Crystal Vein	L	U	1.00	1.00	1.00
Cursed Teme	A	R	5.30	5.00	3.50
Cycle of Life	G	R	3.30	3.00	3.00
Daring Apprentice	R	U	3.50	3.00	3.00
Dark Banishing	B	C	0.25	0.25	0.20
Dark Ritual	B	C	0.25	0.25	0.20
Dazzling Beauty	W	C	0.25	0.25	0.20
Decomposition	G	U	1.00	1.00	0.90
Delirium	D	U	1.00	1.00	0.90
Dirtwater Wraith	B	C	0.25	0.25	0.20
Discordant Spirit	D	R	4.00	3.00	3.00
Disempower	W	C	0.25	0.25	0.20
Disenchant	W	C	0.25	0.25	0.20
Dissipate	U	U	1.00	1.00	1.00
Divine Offering	C	C	0.25	0.25	0.20
Divine Retribution	W	R	3.00	3.00	2.50
Drain Life	B	C	0.25	0.25	0.20
Dread Specter	B	U	1.00	1.00	0.80
Dream Cache	U	C	0.25	0.25	0.20
Dream Fighter	U	C	0.25	0.25	0.20
Dwarven Miner	R	U	1.00	1.00	1.00
Dwarven Nomad	R	C	0.25	0.25	0.20
Early Harvest	G	R	4.90	4.00	3.00
Ebony Charm	B	C	0.25	0.25	0.20
Ekundu Griffin	W	C	0.25	0.25	0.20
Ekundu Cyclops	R	C	0.25	0.25	0.20
Elixir of Vitality	A	U	1.00	1.00	0.80
Emberwild Caliph	D	R	3.00	3.00	2.50
Emberwild Djinn	R	R	4.00	3.00	3.00
Energy Bolt	D	R	4.00	4.00	3.50
Energy Vortex	R	U	3.50	3.00	3.00
Enfeeblement	B	C	0.25	0.25	0.20
Enlightened Tutor	W	U	2.00	2.00	1.00
Ersatz Gnomes	A	U	1.00	1.00	0.70
Ether Well	U	U	1.00	1.00	0.70
Ethereal Champion	W	U	3.50	3.00	3.00
Fallow Earth	G	U	1.00	1.00	1.00
Favorable Destiny	W	U	1.00	1.00	0.90
Femeref Archers	G	U	1.00	1.00	1.00
Femeref Healer	W	C	0.25	0.25	0.20
Femeref Knight	W	C	0.25	0.25	0.20
Femeref Scouts	W	C	0.25	0.25	0.20
Feral Shadow	B	C	0.25	0.25	0.20
Fetid Horror	B	C	0.25	0.25	0.20
Final Forture	R	R	5.40	5.00	3.50
Fire Diamond	A	U	1.00	1.00	1.00
Firebreathing	R	C	0.25	0.25	0.20
Flame Elemental	R	C	0.25	0.25	0.20
Flare	R	C	0.25	0.25	0.20
Flash	U	R	3.50	3.00	3.00
Flood Plain	L	U	1.00	1.00	1.00
Floodgate	U	U	1.00	1.00	0.70
Fog	G	C	0.25	0.25	0.20
Foratog	G	U	1.00	1.00	0.80
Forbidden Crypt	B	R	3.50	3.00	3.00
Forest (A,B,C,D)	L	C	0.25	0.25	0.15

Forsaken Wastes	B	R	5.00	5.00	3.50
Frantic Ereet	D	R	4.90	3.80	3.30
Giant Mantis	G	C	0.25	0.25	0.20
Gibbering Hyenas	G	C	0.25	0.25	0.20
Goblin Elite Infantry	R	C	0.25	0.25	0.20
Goblin Scouts	R	U	1.00	1.00	1.00
Goblin Soothsayer	R	U	1.00	1.00	1.00
Goblin Tinkerer	R	C	0.25	0.25	0.20
Granger Guildmage	G	C	0.25	0.25	0.20
Grasslands	L	U	1.00	1.00	0.90
Grave Servitude	B	C	0.25	0.25	0.20
Gravebane Zombie	B	C	0.25	0.25	0.20
Grim Feast	D	R	4.00	3.50	3.00
Griming Totem	A	R	7.00	6.00	5.50
Hakim, Loreweaver	R	U	3.50	3.00	3.00
Hall of Gemstone	G	R	4.00	3.00	3.00
Hammer of Bogardan	R	R	11.75	11.00	6.50
Harbinger of Night	B	R	4.00	3.50	3.00
Harbor					

Magic: The Gathering



Visions Set	145.00	145.00	145.00
Visions Booster Box	100.00	100.00	100.00
Visions Booster Pk	5.00	4.00	4.00

CARD NAME	COL	RAR	UPPER	MEDIAN	LOWER
Aku Djinn	B	R	4.00	4.00	3.00
Arrival of Bogardan	A	R	5.00	4.50	3.80
Archangel	W	R	7.10	5.50	4.80
Army Ants	D	U	1.00	1.00	0.90
Betrayal	U	C	0.25	0.20	0.10
Blanket of Night	B	U	1.00	1.00	0.90
Bogardan Phoenix	R	R	4.00	3.50	3.00
Brass-Ialon Chimera	A	U	1.00	0.70	0.50
Breathstealer's Crypt	D	R	4.00	3.40	3.00
Breezekeeper	U	C	0.25	0.20	0.10
Brood of Cockroaches	B	U	1.00	0.90	0.50
Bull Elephant	G	C	0.25	0.20	0.10
Chronatog	U	R	4.00	3.50	3.00
City of Solitude	G	R	7.30	5.50	3.80
Cloud Elemental	U	C	0.25	0.20	0.10
Coercion	B	C	0.25	0.20	0.10
Coral Atoll	L	U	1.00	0.80	0.50
Corrosion	D	R	3.00	3.00	3.00
Creeping Mold	G	U	1.50	1.00	0.90
Crypt Rats	B	C	0.25	0.20	0.10
Daraja Griffin	W	U	1.00	1.00	0.50
Dark Privilege	B	C	0.25	0.20	0.10
Death Watch	B	C	0.25	0.20	0.10
Desertion	U	R	5.30	4.40	3.00
Desolation	B	U	1.00	1.00	0.90
Diamond Kaleidoscope	A	R	4.00	3.50	3.00
Dormant Volcano	L	U	1.00	0.80	0.50
Dragon Mask	A	U	1.00	1.00	0.90
Dream Tides	U	U	1.00	1.00	0.70
Dwarven Vigilantes	R	C	0.25	0.20	0.10
Elephant Grass	G	U	1.00	0.80	0.50
Elkin Liar	R	R	3.00	3.00	2.90
Elven Cache	G	C	0.25	0.20	0.10
Emerald Charm	G	C	0.25	0.20	0.10
Equipouse	W	R	4.00	3.80	3.00
Everglades	L	U	1.00	0.80	0.50
Eye of Singularity	W	R	4.00	3.00	3.00
Fallen Askari	B	C	0.25	0.20	0.10
Femeref Enchantress	D	R	4.00	3.30	3.00
Feral Instinct	R	C	0.25	0.20	0.10
Fireblast	G	C	0.25	0.25	0.15
Firestorm Helkite	D	R	6.40	5.50	4.10
Flooded Shoreline	U	R	4.30	3.50	3.00
Forbidden Ritual	B	R	3.40	3.00	3.00
Foresadow	U	U	1.00	1.00	0.70
Freewind Falcon	W	C	0.25	0.20	0.10
Funeral Charm	B	C	0.25	0.20	0.10
Giant Caterpillar	G	C	0.25	0.20	0.10
Goblin Recruiter	R	U	1.00	1.00	0.90
Goblin Swine-Rider	C	U	0.25	0.20	0.10
Gossamer Chains	W	C	0.25	0.20	0.10
Griffin Canyon	L	R	3.30	3.00	3.00
Guiding Spirit	D	R	3.30	3.00	3.00
Hearth Charm	G	C	0.25	0.20	0.10
Heat Wave	R	U	1.00	1.00	0.70
Helm of Awakening	A	U	1.00	1.00	0.90
Honorable Passage	W	U	1.00	1.00	0.90
Hope Charm	W	C	0.25	0.20	0.10
Hulking Cyclops	R	U	1.00	1.00	0.50
Impulse	C	C	0.25	0.25	0.10
Infantry Veteran	W	C	0.25	0.20	0.10
Infernal Harvest	B	C	0.25	0.20	0.10
Inspiration	U	C	0.25	0.20	0.10
Iron-Heart Chimera	A	U	1.00	1.00	0.90
Jamuraan Lion	W	C	0.25	0.20	0.10
Juju Bubble	A	U	1.00	1.00	0.50
Jungle Basin	L	U	1.00	0.90	0.50
Kaervek's Spite	B	R	4.00	3.00	3.00
Karoo	L	U	1.00	0.90	0.50
Katabatic Winds	R	C	3.00	3.00	3.00
Keeper of Kookus	R	C	0.25	0.20	0.10
King Cheetha	G	C	0.25	0.20	0.10

Knight of the Mists	U	C	0.25	0.20	0.10
Knight of Valor	C	C	0.25	0.20	0.10
Kookus	R	R	4.00	4.00	3.00
Kyscu Drake	G	U	1.00	1.00	0.70
Lead-Belly Chimera	A	U	1.00	1.00	0.50
Lichenthrope	R	C	3.00	3.00	2.80
Lightning Cloud	R	R	4.00	3.00	3.00
Longbow Archer	U	U	1.10	1.00	0.90
Magma Mine	A	R	3.60	3.00	2.50
Man-o-War	U	C	0.25	0.20	0.10
Matopi Golem	A	U	1.00	0.70	0.50
Miraculous Recovery	W	U	1.00	0.90	0.50
Mojo Mentality	W	U	1.00	1.00	0.90
Mortal Wound	G	C	0.25	0.20	0.10
Mundungu	D	U	1.00	1.00	0.90
Mystic Veil	U	C	0.25	0.20	0.10
Natural Order	G	R	5.00	4.60	4.00
Necromancy	B	U	1.00	1.00	0.90
Necrosavant	B	R	5.00	4.00	3.00
Nekrataal	R	U	1.00	1.00	0.50
Ogre Enforcer	R	R	4.00	3.00	3.00
Ovinomancer	U	U	1.00	1.00	0.70
Panther Warriors	G	C	0.25	0.20	0.10
Parapet	W	U	0.25	0.20	0.10
Peace Talks	W	U	1.00	1.00	0.70
Phyrexian Marauder	A	R	4.00	3.50	3.00
Phyrexian Walker	A	C	0.25	0.20	0.10
Pillar Tombs of Aku	B	R	4.60	3.50	3.00
Prosperity	U	U	1.30	1.00	0.90
Pygmy Hippo	D	R	4.00	3.30	3.00
Python	B	C	0.25	0.20	0.10
Quicksand	L	U	1.10	1.00	0.90
Quinroon Druid	G	R	4.00	4.00	3.00
Quinroon Ranger	C	C	0.25	0.25	0.10
Raging Gorilla	R	C	0.25	0.20	0.10
Rainbow Ereet	U	R	4.30	4.00	3.00
Relentless Assault	R	C	8.00	6.50	4.50
Relic Ward	W	U	1.00	1.00	0.50
Remedy	W	C	0.25	0.20	0.10
Resistance Fighter	C	C	0.25	0.20	0.10
Retribution of the Meek	W	R	4.00	3.80	3.00
Righteous Aura	C	C	0.25	0.20	0.10
Righteous War	D	R	4.00	4.00	3.40
River Boa	G	C	0.60	0.25	0.20
Rock Slide	R	C	0.25	0.20	0.10
Rowen	G	R	3.30	3.00	3.00
Sands of Time	A	R	4.00	3.00	3.00
Scalebane's Elite	D	U	1.00	1.00	0.70
Shimmering Ereet	U	U	1.00	1.00	0.70
Shrieking Drake	C	C	0.25	0.20	0.10
Simoon	D	U	1.00	1.00	0.90
Sisay's Ring	A	C	0.25	0.20	0.10
Snake Basket	A	R	5.60	5.00	3.80
Sollatara	R	C	0.25	0.20	0.10
Song of Blood	C	C	0.25	0.20	0.10
Spitter Climb	G	C	0.25	0.20	0.10
Spitting Drake	R	U	1.00	1.00	0.90
Squandered Resources	D	R	5.00	4.50	3.60
Stampeding Wildebeests	U	U	1.00	1.00	0.90
Suleiman's Legacy	D	R	4.00	3.00	3.00
Summer Bloom	U	U	1.60	1.00	0.90
Sun Clasp	W	C	0.25	0.20	0.10
Suq'Ata Assassin	B	U	1.00	1.00	0.90
Suq'Ata Lancer	R	C	0.25	0.20	0.10
Talruum Champion	C	C	0.25	0.20	0.10
Talruum Piper	R	U	1.00	1.00	0.70
Tar Pit Warrior	B	C	0.25	0.20	0.10
Teferi's Honor Guard	W	U	1.00	0.90	0.50
Teferi's Puzzle Box	A	R	4.00	4.00	3.80
Teferi's Realm	U	R	4.00	3.00	3.00
Tempest Drake	D	U	1.00	1.00	0.90
Three Wishes	U	R	3.30	3.00	3.00
Time and Tide	U	U	1.00	0.90	0.50
Tin-Wing Chimera	A	U	1.00	0.90	0.50
Tithe	W	R	5.30	4.50	3.00
Tremor	R	C	0.25	0.20	0.10
Triangle of War	A	R	3.00	3.00	3.00
Uktabi Orangutan	G	U	1.10	1.00	0.90
Undiscovered Paradise	L	R	6.50	5.50	5.00
Undo	C	C	0.25	0.20	0.10
Urborg Mindsucker	B	C	0.25	0.20	0.10
Vampiric Tutor	B	R	10.00	8.00	6.90
Vampirism	B	U	1.00	0.90	0.50
Vanishing	C	C	0.25	0.20	0.10
Vashino Sandstalker	R	U	1.10	1.00	0.90
Vashivan Dragon	R	C	7.60	6.50	4.50
Vision Charm	C	C	0.25	0.20	0.10
Wake of Vultures	B	C	0.25	0.20	0.10
Wand of Denial	A	R	4.00	3.90	3.00
Warrior's Honor	C	C	0.25	0.20	0.10
Warthog	G	C	0.25	0.20	0.10
Waterspout Djinn	U	U	1.00	1.00	0.70
Wicked Reward	B	C	0.25	0.20	0.10
Wind Shear	G	U	1.00	1.00	0.50
Zhalfin Crusader	W	R	5.00	4.00	3.00
Total			302.15	263.40	213.75

Weatherlight

167 Cards

Weatherlight Set	130.00	130.00	130.00
Weatherlight Booster Box	100.00	100.00	90.00
Weatherlight Booster	3.90	3.40	3.30

CARD NAME	COL	RAR	UPPER	MEDIAN	LOWER
Abduction	U	U	1.00	1.00	0.50
Abeyanace	W	R	7.30	7.00	5.00
Adjure	U	C	0.25	0.10	0.10

Aboroth	G	R	5.00	3.80	3.00
Abyssal Gatekeeper	B	C	0.25	0.10	0.10
AEther Flash	R	U	1.00	1.00	0.80
Agonizing Memories	W	U	1.00	0.50	0.50
Alabaster Dragon	B	R	5.00	5.00	4.00
Alms	U	C	0.25	0.10	0.10
Ancestral Knowledge	R	U	4.00	3.00	3.00
Angelic Renewal	W	C	0.25	0.10	0.10
Apathy	U	C	0.25	0.10	0.10
Arctic Wolves	G	U	0.80	0.50	0.50
Ardent Militia	G	C	0.25	0.10	0.10
Argivian Fin	W	U	1.00	0.50	0.50
Argivian Restoration	U	U	0.80	0.50	0.50
Aura of Silence	W	U	1.00	1.00	0.50
Avizoza	U	R	3.50	3.00	3.00
Bösum Strip	A	R	4.50	3.50	3.00
Barishi	G	U	1.00	0.50	0.50
Barrow Ghoul	B	C	0.25	0.10	0.10
Benalish Infantry	W	C	0.25	0.10	0.10
Benalish Knight	W	C	0.25	0.10	0.10
Benalish Missionary	R	C	0.25	0.10	0.10
Betrothed of Fire	R	C	0.25	0.10	0.10
Bloodrock Cyclops	R	C	0.25	0.10	0.10
Blossoming Wreath	G	C	0.25	0.10	0.10
Bogardan Firefiend	R	C	0.25	0.10	0.10
Boiling Blood	R	C	0.25	0.10	0.10
Bone Dancer	B	R	4.00	3.00	3.00
Briar Shield	G	C	0.25	0.10	0.10
Bubble Matrix	A	R	5.00	3.50	3.00
Buried Alive	B	U	1.00	0.50	0.50
Call of the Wild	G	R	4.00	3.00	3.00
Chimeric Sphere	A	U	0.80	0.50	0.50
Choking Vines	C	C	0.25	0.10	0.10
Cinder Giant	R	U	0.80	0.50	0.50
Cinder Wall	R	C	0.25	0.10	0.10
Circling Vultures	B	U	0.80	0.50	0.50
Cloum Djinn	U	U	0.90	0.50	0.50
Coils of the Medusa	B	C	0.25	0.10	0.10
Cone of Flame	R	U	1.00	1.00	0.80
Debt of Loyalty	W	R	4.00	4.00	3.00
Dense Foliage	G	R	5.00	4.00	3.00
Desperate Gambit	R	U	0.90	0.80	0.50
Dingus Staff	A	U	1.00	0.50	0.50
Disrupt	U	C	0.25	0.15	0.10
Doomsday	B	R	4.80	4.00	3.50
Downdraft	G	U	0.80	0.50	0.50
Duskdrider Falcon	W	C	0.25	0.10	0.10
Dwarven Berserker	R	C	0.25	0.10	0.10
Dwarven Thaumaturgist	R	C	3.80	3.00	3.00
Empyrial Armor	W	C	0.40	0.25	0.20
Ertal's Familiar	U	R	3.00	3.00	3.00
Fallow Ground	G	U	1.00	1.00	0.50
Familiar Wrung					

Circle of Protection: White	W	C	0.25	0.25	0.10
Clergy en-Vec	C	0.25	0.25	0.10	
Clot Silver	B	C	0.25	0.25	0.10
Cloudchaser Eagle	W	C	0.25	0.25	0.10
Coercion	B	C	0.25	0.25	0.10
Coffin Queen	B	R	5.00	5.00	3.00
Coiled Timvip	A	C	0.25	0.25	0.10
Cold Storage	A	R	4.00	3.00	3.00
Commander Greven Il-Vec	B	R	6.00	5.00	3.80
Corpse Dance	B	R	5.00	4.00	3.50
Counterspell	U	C	0.25	0.25	0.20
Crazed Armodon	G	R	3.50	3.00	3.00
Crown of Flames	C	0.25	0.25	0.10	
Cursed Scroll	A	R	15.00	12.00	6.40
Dark Banishing	B	C	0.25	0.25	0.10
Dark Ritual	B	C	0.25	0.25	0.10
Darkling Stalker	B	C	0.25	0.25	0.10
Dauthi Embrace	B	U	1.00	0.70	0.50
Dauthi Ghoul	B	C	0.25	0.25	0.10
Dauthi Horror	B	C	0.25	0.25	0.10
Dauthi Marauder	B	C	0.25	0.25	0.10
Dauthi Mercenary	B	U	1.00	0.80	0.60
Dauthi Mindripper	B	U	1.00	1.00	0.60
Dauthi Slayer	B	C	0.25	0.25	0.10
Deathst	R	R	3.50	3.00	3.00
Death Pits of Rath	B	R	4.30	4.00	3.00
Diabolic Edict	B	C	0.25	0.25	0.20
Dirtwork Wurm	G	R	5.00	5.00	3.80
Disenchant	W	C	0.25	0.25	0.10
Dismiss	U	U	1.30	1.00	0.80
Disturbed Burial	B	C	0.25	0.25	0.10
Dracoplasm	D	R	4.00	4.00	3.30
Dread of Night	B	U	1.00	1.00	0.80
Dream Cache	U	C	0.25	0.25	0.10
Dregs of Sorrow	B	R	4.00	4.00	3.00
Duplicity	U	R	4.00	3.00	3.00
Earthcraft	G	R	5.00	3.00	3.00
Echo Chamber	A	R	4.00	3.00	3.00
Eladamri's Vineyard	G	R	5.50	5.00	4.60
Eladamri, Lord of Leaves	B	R	5.90	5.00	3.60
Elite Javeliner	W	C	0.25	0.25	0.10
Elven Warhounds	G	R	4.00	4.00	3.30
Elvish Fury	G	C	0.25	0.25	0.10
Emerald Medallion	A	R	5.00	4.30	3.50
Emmess Tome	A	R	4.00	3.00	3.00
Endless Scream	B	C	0.25	0.25	0.10
Energyzer	A	R	3.30	3.00	3.00
Entfeblement	B	C	0.25	0.25	0.10
Enraging Lizard	R	U	1.00	0.60	0.50
Ertai's Meddling	U	R	4.00	3.00	3.00
Escaped Shapeshifter	U	R	4.00	3.00	3.00
Essence Bottle	A	U	1.00	0.90	0.50
Evincar's Justice	B	C	0.25	0.25	0.10
Excavator	A	U	1.00	0.60	0.50
Extinction	B	R	5.00	5.00	3.60
Fevered Convulsions	B	R	4.00	4.00	3.40
Field of Souls	W	U	3.80	3.00	3.00
Fighting Drake	U	U	1.00	1.00	0.50
Firefly	R	U	1.00	0.60	0.50
Fireslinger	C	0.25	0.25	0.10	
Flailing Drake	G	U	1.00	0.60	0.50
Flickering Ward	W	U	1.00	1.00	0.80
Flowstone Giant	C	0.25	0.25	0.10	
Flowstone Salamander	R	U	1.00	1.00	0.60
Flowstone Sculpture	A	R	4.00	3.00	3.00
Flowstone Wyvern	R	R	4.30	4.00	3.00
Fool's Tome	A	R	3.00	3.00	3.00
Forest (4 ver.)	L	C	0.25	0.25	0.10
Frog Tongue	C	0.25	0.25	0.10	
Fugitive Druid	R	R	3.80	3.00	3.00
Furnace of Rath	G	R	5.50	5.00	3.50
Fylamarid	U	U	1.00	0.90	0.50
Gallantry	U	U	1.00	1.00	0.60
Gaseous Form	C	0.25	0.25	0.10	
Gerrard's Battle Cry	W	R	4.30	4.00	3.50
Ghost Town	L	U	1.00	0.90	0.50
Giant Crab	C	0.25	0.25	0.10	
Giant Strength	R	C	0.25	0.25	0.10
Goblin Bombardment	R	U	1.00	1.00	0.80
Gravedigger	B	C	0.25	0.25	0.10
Grindstone	A	R	5.40	5.00	4.00
Hand to Hand	R	R	4.00	3.00	3.00
Hanna's Custody	W	R	5.00	3.00	3.00
Harrow	G	U	1.00	1.00	0.50
Havoc	R	U	1.00	1.00	0.60
Horned Silver	R	C	0.25	0.25	0.10
Heartwood Dryad	G	C	0.25	0.25	0.10
Heartwood Giant	G	R	3.80	3.00	3.00
Heartwood Trefolk	G	U	1.00	0.60	0.50
Helm of Possession	A	R	5.00	5.00	3.40
Hero's Resolve	W	C	0.25	0.25	0.10
Horned Silver	G	U	1.00	1.00	0.80
Horned Turtle	U	C	0.25	0.25	0.10
Humility	W	R	5.60	5.00	3.30
Imps' Taunt	B	U	1.00	0.60	0.50
Insight	U	U	1.00	0.70	0.50
Interdict	U	U	1.00	1.00	0.60
Intuition	U	R	5.00	5.00	3.40
Inulnerability	W	U	1.00	0.90	0.50
Island (4 ver.)	L	C	0.25	0.25	0.10
Jackal Pup	R	U	1.00	1.00	0.70
Jet Medallion	A	R	5.00	4.00	3.30
Jinxed Idol	A	R	4.00	3.50	3.00
Kezzerdix	B	R	4.00	4.00	3.00
Kindle	C	0.25	0.25	0.10	
Knight of Dawn	U	U	1.00	1.00	0.80
Knight of Dusk	B	U	1.00	1.00	0.50
Kraklin	G	U	1.00	1.00	0.50
Leaching Lizard	B	U	1.00	0.50	0.50
Legacy's Allure	U	U	1.00	0.90	0.50

Legerdemain	U	U	1.00	1.00	0.50
Light of Day	U	U	1.10	1.00	0.80
Lightning Blast	R	C	0.25	0.25	0.10
Lightning Elemental	R	C	0.25	0.25	0.10
Living Death	B	R	8.00	6.00	4.00
Lobotomy	U	U	1.00	1.00	0.80
Lotos Petal	A	C	0.60	0.25	0.20
Lowland Giant	R	C	0.25	0.25	0.10
Maddening Imp	B	R	3.30	3.00	3.00
Magmaasar	R	R	3.00	3.00	3.00
Magnetic Web	A	R	3.50	3.00	3.00
Mana Severance	U	R	4.30	4.00	3.30
Manakin	A	C	0.25	0.25	0.10
Manta Riders	U	C	0.25	0.25	0.10
Marble Titan	W	R	4.00	3.00	3.00
Marsh Lurker	B	C	0.25	0.25	0.10
Master Decey	W	C	0.25	0.25	0.10
Mawcor	U	R	4.00	3.50	3.00
Maze of Shadows	L	U	1.00	1.00	0.60
Meditate	U	R	6.00	6.00	4.40
Metallic Silver	A	C	0.25	0.25	0.10
Mindwhip Silver	B	U	1.00	0.80	0.60
Minion of the Wastes	B	R	5.00	4.00	3.30
Mirri's Guile	G	R	4.00	3.00	3.00
Mnemonic Silver	U	U	1.00	1.00	0.60
Mogg Cannon	A	U	1.00	1.00	0.50
Mogg Conscripts	R	C	0.25	0.25	0.10
Mogg Fanatic	C	0.25	0.25	0.10	
Mogg Hollows	L	U	1.00	1.00	0.80
Mogg Raider	R	C	0.25	0.25	0.10
Mogg Squad	U	U	1.00	1.00	0.50
Mongrel Pack	L	C	0.25	0.25	0.10
Mountain (4 ver.)	W	C	0.25	0.25	0.10
Mounted Archers	G	C	0.40	0.25	0.10
Muscle Silver	G	C	0.25	0.25	0.10
Natural Spring	G	R	4.80	4.00	3.00
Nature's Revolt	G	U	1.00	1.00	0.60
Needle Storm	R	R	3.30	3.00	3.00
No Quarter	R	U	1.00	0.50	0.50
Nurturing Lizard	G	U	1.00	0.50	0.50
Opportunist	W	R	4.00	3.00	3.00
Oracle en-Vec	R	U	1.00	1.00	0.80
Orim, Samite Healer	W	U	1.00	1.00	0.80
Orim's Prayer	W	U	1.30	1.00	1.00
Overrun	G	C	0.25	0.25	0.10
Pacifism	R	A	4.00	3.50	3.00
Pallimud	A	U	1.00	0.50	0.50
Patchwork Gnomes	R	A	5.00	4.00	3.50
Pearl Medallion	A	R	3.10	3.00	3.00
Pegasus Refuge	W	R	1.30	1.00	1.00
Perish	B	U	1.30	1.00	1.00
Phyrexian Grimoire	A	R	3.30	3.00	3.00
Phyrexian Hulk	A	U	1.00	0.50	0.50
Phyrexian Splicer	A	U	1.00	0.80	0.50
Pincher Beetles	G	C	0.25	0.25	0.10
Pine Barrens	L	R	4.90	4.00	3.40
Pit Imp	B	C	0.25	0.25	0.10
Plains (4 ver.)	L	C	0.25	0.25	0.10
Power Sink	C	0.25	0.25	0.10	
Precongnition	U	R	4.50	4.00	3.50
Propaganda	U	U	1.00	1.00	1.00
Puppet Strings	A	U	1.00	1.00	0.80
Quickening Lizard	W	U	1.00	0.50	0.50
Rain of Tears	B	U	1.00	1.00	0.60
Rampant Growth	G	C	0.25	0.25	0.10
Ranger en-Vec	R	U	1.00	1.00	0.50
Rathi Dragon	B	R	8.00	5.50	4.00
Rats of Rath	B	C	0.25	0.25	0.10
Reality Anchor	G	C	0.25	0.25	0.10
Reanimate	B	U	1.00	1.00	0.70
Reap	G	U	1.00	0.50	0.50
Reckless Spite	B	U	1.00	0.80	0.60
Recycle	G	R	5.00	4.00	3.00
Reflecting Pool	L	R	9.00	7.00	4.00
Renegade Warlord	R	U	1.00	1.00	0.60
Repentance	W	U	1.00	1.00	0.50
Respite	C	0.25	0.25	0.10	
Rolling Thunder	R	C	0.25	0.25	0.10
Root Maze	G	R	4.50	3.50	3.00
Rootbreaker Wurm	G	C	0.25	0.25	0.10
Rootwalla	G	C	0.25	0.25	0.10
Rootwater Depths	L	U	1.00	1.00	0.80
Rootwater Diver	U	U	1.00	0.80	0.50
Rootwater Hunter	U	C	0.25	0.25	0.10
Rootwater Matriarch	U	R	4.00	4.00	3.00
Rootwater Shaman	U	R	3.30	3.00	3.00
Ruby Medallion	A	R	5.00	4.00	3.50
Sacred Giant	W	R	4.00	3.00	3.00
Sadistic Glee	W	B	0.25	0.25	0.10
Safeguard	B	R	4.00	3.00	3.00
Salt Flats	L	R	5.00	4.00	3.50
Sandstone Warrior	C	0.25	0.25	0.10	
Sapphire Medallion	A	R	5.30	4.30	3.50
Sarcomancy	B	R	5.00	5.00	3.40
Scabland	L	R	5.00	5.00	3.50
Scalding Tongues	A	R	5.00	3.00	3.00
Scorched Earth	R	R	4.00	3.80	3.00
Scraghorn	U	U	1.00	1.00	0.80
Screaching Harpy	B	U	1.00	0.60	0.50
Scroll Rack	A	R	6.00	5.00	4.50
Sea Monster	U	C	0.25	0.25	0.10
Searing Touch	R	U	1.00	1.00	0.50
Seeker of Skybreak	G	C	0.25	0.25	0.10
Segmented Wurm	D	U	1.00	0.90	0.50
Selenia, Dark Angel	D	R	5.00	4.00	3.50
Serene Offering	W	U	1.00	1.00	0.50
Servant of Volrath	B	C	0.25	0.25	0.10
Shadow Rift	U	U	1.00	0.80	0.50
Shadowstorm	R	C	0.25	0.25	0.10
Shatter	R	C	0.25	0.25	0.10

Shimmering Wings	U	C	0.25	0.25	0.10
Shocker	R	R	5.00	3.00	3.00
Sky Spirit	D	U	1.00	1.00	0.50
Lightning Condor	U	U	1.00	0.50	0.50
Skyshroud Elf	G	C	0.25	0.25	0.10
Skyshroud Forest	L	R	4.50	4.00	3.50
Skyshroud Ranger	G	C	0.25	0.25	0.10
Skyshroud Troll	G	C	0.25	0.25	0.10
Skyshroud Vampire	B	U	1.00	1.00	0.80
Soltari Crusader	U	U	1.00	1.00	0.50
Soltari Emissary	W	R	4.00	3.00	3.00
Soltari Foot Soldier	W	C	0.25	0.25	0.10
Soltari Guerrillas	D	R	4.00	3.50	3.00
Soltari Lancer	W	C	0.25	0.25	0.10
Soltari Monk	U	U	1.30	1.00	1.00
Soltari Priest	W	U	1.30	1.00	1.00
Soltari Trooper	W	C	0.25	0.25	0.10
Splendrinker	B	U	1.00	0.60	0.50
Spell Blast	C	0.25	0.25	0.10	
Spike Drone	G	C	0.25	0.25	0.10
Spiral Graft	B	C	0.25	0.25	0.10
Spirit Mirror	D</				



Spike Breeder	G	R	4.00	3.80	3.00
Spike Colony	G	C	0.25	0.25	0.10
Spike Feeder	G	U	1.00	1.00	0.50
Spike Soldier	G	U	1.00	0.90	0.50
Spike Worker	G	C	0.25	0.25	0.10
Spindrift Drake	G	C	0.25	0.25	0.10
Spined Silver	D	U	1.00	1.00	0.90
Spined Wurm	G	C	0.25	0.25	0.10
Spirit en-Kor	W	C	0.25	0.25	0.10
Spitting Hydra	R	R	4.30	3.50	3.00
Stronghold Assassin	B	R	5.00	4.00	3.00
Stronghold Taskmaster	B	U	1.00	0.80	0.50
Sword of the Chosen	A	R	3.30	3.00	2.90
Temper	W	U	1.00	1.00	0.70
Tempting Lich	G	U	1.00	1.00	0.50
Thalakos Deceiver	U	R	4.00	3.00	3.00
Tidal Surge	U	C	0.25	0.25	0.10
Tidal Warrior	U	C	0.25	0.25	0.10
Torment	B	C	0.25	0.25	0.10
Tortured Existence	B	C	0.25	0.25	0.10
Venerable Monk	W	C	0.25	0.25	0.10
Verdant Touch	G	R	3.90	3.00	3.00
Victual Sliver	D	U	1.10	1.00	0.90
Volrath's Gardens	G	R	4.00	3.80	3.00
Volrath's Laboratory	A	R	4.00	3.90	3.00
Volrath's Shapemelter	U	R	4.00	3.50	3.00
Volrath's Stronghold	L	R	5.00	5.00	3.80
Walking Dream	U	U	1.00	0.80	0.50
Wall of Blossoms	G	U	1.00	1.00	0.90
Wall of Essence	W	U	1.00	1.00	0.50
Wall of Razors	R	U	1.00	0.80	0.50
Wall of Souls	B	U	1.00	1.00	0.50
Wall of Tears	U	U	1.00	0.90	0.50
Warrior Angel	W	R	5.00	4.00	3.60
Warrior en-Kor	W	U	1.00	0.90	0.50
Youthful Knight	W	C	0.25	0.25	0.20
Total			263.85	238.80	187.30



Exodus Set	116.75	113.00	109.00
Exodus Booster Box	92.50	90.00	87.00
Exodus Precon Starter Deck	10.00	9.70	9.30
Exodus Booster	3.80	3.60	3.40

CARD NAME	COL	RAR	UPPER	MEDIAN	LOWER
Aether Tide	U	C	0.25	0.25	0.10
Ally	W	C	0.25	0.25	0.10
Anarchist	R	C	0.25	0.25	0.10
Angelic Blessing	W	C	0.25	0.25	0.10
Avenging Druid	G	C	0.25	0.25	0.10
Bequeathal	G	C	0.25	0.25	0.10
Carnophage	B	C	0.25	0.25	0.20
Cartographer	G	U	0.60	0.50	0.50
Cat Burglar	B	C	0.25	0.25	0.10
Cataclysm	W	R	6.60	5.80	5.00
Charging Paladin	W	C	0.25	0.25	0.10
Cinder Crawler	R	C	0.25	0.25	0.10
City of Traitors	L	R	5.00	4.80	4.20
Coat of Arms	A	R	12.00	8.80	7.10
Convalescence	W	R	4.10	4.00	4.00
Crashing Boars	G	U	0.60	0.50	0.50
Culling the Weak	B	C	0.25	0.25	0.20
Cunning	U	C	0.25	0.25	0.10
Curiosity	U	U	1.00	0.80	0.50
Cursed Flesh	B	C	0.25	0.25	0.10
Dauthi Outthroat	B	U	1.00	0.80	0.50
Dauthi Jackal	B	C	0.25	0.25	0.10
Dauthi Warlord	B	U	1.00	0.80	0.50
Death's Duet	B	C	0.25	0.25	0.10
Dizzying Gaze	R	C	0.25	0.25	0.10
Dominating Lich	U	R	5.00	4.00	3.80
Elven Palisade	G	U	0.90	0.60	0.50
Elvish Berserker	G	C	0.25	0.25	0.10
Entropic Specter	B	R	4.00	3.00	3.00
Ephemeron	U	R	4.10	3.40	3.00
Equilibrium	U	R	5.10	4.30	3.80
Erratic Portal	A	R	5.00	4.50	3.90
Ertal, Wizard Adept	U	R	6.50	5.00	4.00
Exalted Dragon	W	R	5.10	5.00	4.80

Fade Away	U	C	0.25	0.25	0.10
Fighting Chance	R	R	4.00	3.00	3.00
Flowstone Flood	R	U	1.00	0.80	0.50
Forbid	U	U	1.20	1.00	0.90
Fugue	B	U	1.00	0.80	0.50
Furnace Brood	R	C	0.25	0.25	0.10
Grollub	B	C	0.25	0.25	0.10
Hatred	B	R	6.00	5.30	5.00
High Ground	W	U	1.00	0.80	0.50
Jackalope Herd	G	C	0.25	0.25	0.10
Keeper of the Beasts	G	U	1.00	0.80	0.50
Keeper of the Dead	B	U	1.00	0.80	0.50
Keeper of the Flame	R	U	0.90	0.60	0.50
Keeper of the Light	W	U	0.60	0.50	0.50
Keeper of the Mind	U	U	1.00	0.80	0.50
Killer Whale	U	U	1.00	0.50	0.50
Kor Chant	W	C	0.25	0.25	0.15
Limited Resources	W	R	4.75	4.00	4.00
Mage II-Vec	R	C	0.25	0.25	0.10
Mana Breach	U	U	0.60	0.50	0.50
Manabond	G	R	4.00	4.00	4.00
Maniacal Rage	R	C	0.25	0.25	0.10
Medicine Bag	A	U	0.60	0.50	0.50
Memory Crystal	A	R	5.10	5.00	4.00
Merfolk Looter	U	C	0.25	0.25	0.10
Mind Maggots	B	U	1.00	0.80	0.50
Mind Over Matter	R	U	5.00	5.00	3.80
Mindless Automaton	A	R	3.00	3.00	3.00
Mirozel	U	U	0.60	0.50	0.50
Mirri, Cat Warrior	G	R	5.40	5.00	4.00
Mogg Assassin	U	R	0.60	0.50	0.50
Monstrous Hound	R	R	4.00	3.00	3.00
Nausea	B	C	0.25	0.25	0.10
Necrologia	B	U	1.00	0.80	0.50
Null Brooch	A	R	5.10	4.50	3.90
Oath of Druids	G	R	6.10	5.50	5.00
Oath of Ghouls	B	R	4.10	4.00	3.80
Oath of Lieges	W	R	4.10	4.00	4.00
Oath of Mages	R	R	4.00	3.80	3.00
Oath of Scholars	U	R	4.00	4.00	3.80
Ogre Shaman	R	R	4.00	3.80	3.00
Onslaught	R	C	0.25	0.25	0.10
Paladin en-Vec	W	R	6.50	5.90	5.00
Pandemonium	R	R	6.70	5.00	4.80
Paroxysm	R	U	0.90	0.60	0.50
Peace of Mind	U	U	0.90	0.60	0.50
Pegasus Stampede	W	U	0.90	0.60	0.50
Penance	W	U	1.00	1.00	0.50
Pit Spawn	B	R	5.10	5.00	4.00
Plaguebearer	B	R	4.40	4.00	4.00
Plated Rootwalla	G	C	0.25	0.25	0.10
Predatory Hunger	G	C	0.25	0.25	0.10
Price of Progress	R	U	1.00	1.00	0.50
Pygmy Troll	G	C	0.25	0.25	0.10
Rabid Wolverines	G	C	0.25	0.25	0.10
Raging Goblin	R	C	0.25	0.25	0.10
Ravenous Baboons	R	R	4.00	3.50	3.00
Reaping the Rewards	R	C	0.25	0.25	0.10
Reckless Ogre	R	C	0.25	0.25	0.10
Reclaim	G	C	0.25	0.25	0.10
Reconnaissance	W	U	1.00	0.80	0.50
Recurring Nightmare	B	R	6.30	5.10	5.00
Resuscitate	U	C	0.90	0.60	0.50
Robe of Mirrors	U	C	0.25	0.25	0.20
Rootwater Alligator	G	C	0.25	0.25	0.10
Rootwater Mystic	U	C	0.25	0.25	0.10
Sabertooth Wyvern	R	U	0.90	0.60	0.50
Scalding Salamander	R	U	1.00	0.80	0.50
Scare Tactics	B	C	0.25	0.25	0.10
School of Piranha	U	C	0.25	0.25	0.10
Scrivener	U	U	0.90	0.60	0.50
Seismic Assault	W	R	5.00	5.00	4.60
Shackles	W	C	0.25	0.25	0.10
Shattering Pulse	R	C	0.25	0.25	0.10
Shield Mate	W	C	0.25	0.25	0.10
Skyshaper	A	U	0.90	0.60	0.50
Skyshroud Elite	G	U	1.00	1.00	0.50
Skyshroud War Beast	G	R	4.10	3.50	3.00
Slaughter	B	R	0.90	0.60	0.50
Soltari Visionary	W	C	0.25	0.25	0.10
Song of Serenity	G	U	1.00	0.80	0.50
Sonic Burst	R	C	0.25	0.25	0.10
Soul Warden	W	C	0.25	0.25	0.10
Spellbook	A	U	1.00	1.00	0.50
Spellshock	R	U	0.90	0.60	0.50
Sphere of Resistance	A	R	4.00	4.00	3.00
Spike Cannibal	B	U	1.00	0.80	0.50
Spike Hatcher	G	R	4.40	4.00	3.80
Spike Rogue	U	C	0.60	0.50	0.50
Spike Weaver	G	R	5.10	5.00	4.80
Standing Troops	W	C	0.25	0.25	0.10
Survival of the Fittest	G	R	6.00	5.40	5.00
Thalakos Drifters	U	R	4.00	3.00	3.00
Thalakos Scout	U	C	0.25	0.25	0.10
Theft of Dreams	U	C	0.25	0.25	0.10
Thopter Squadron	A	R	4.10	3.00	2.90
Thruil Surgeon	B	C	0.25	0.25	0.10
Transmogifying Lich	A	U	0.60	0.50	0.50
Treasure Hunter	W	U	0.90	0.60	0.50
Treasure Trove	U	U	1.00	0.80	0.50
Vampire Hounds	B	C	0.25	0.25	0.10
Volrath's Dungeon	B	R	4.00	4.00	3.90
Wall of Nets	W	R	4.00	3.90	3.40
Wayward Soul	U	C	0.25	0.25	0.10
Whitkin Hawk	U	C	0.25	0.25	0.10
Whiptongue Frog	W	C	0.25	0.25	0.10
Wood Elves	G	C	0.25	0.25	0.10
Workhorse	A	R	3.00	3.00	3.00
Zealots en-Dal	W	U	0.60	0.50	0.50
Total			268.55	236.05	201.35



Urza's Saga Set	200.00	200.00	200.00
Urza's Saga Booster Box	114.00	113.00	112.00
Urza's Saga Booster Pack	6.30	4.50	4.30
Urza's Saga Starter Box	107.50	100.00	58.00
Urza's Saga Starter Deck	11.00	10.75	10.25
Urza's Saga Preconstructed	10.00	10.00	9.50

CARD NAME	COL	RAR	UPPER	MEDIAN	LOWER
Absolute Grace	W	U	1.00	1.00	0.80
Absolute Law	W	U	1.00	1.00	0.80
Abundance	G	R	5.00	4.00	3.40
Abyssal Horror	B	R	3.80	3.50	3.00
Academy Researchers	U	U	1.00	1.00	0.80
Acidic Soil	R	U	1.00	1.00	0.80
Acridian	G	C	0.25	0.25	0.10
Albino Troll	G	U	1.30	1.00	1.00
Anaconda	G	U	1.00	1.00	0.70
Angelic Chorus	W	R	5.60	5.00	4.00
Angelic Page	C	C	0.25	0.25	0.10
Annul	C	C	0.25	0.25	0.10
Antagonism	R	R	3.00	3.00	3.00
Arc Lightning	R	C	0.25	0.25	0.10
Arcane Laboratory	U	U	1.00	1.00	0.80
Argothian Elder	G	U	1.00	1.00	0.80
Argothian Enchantress	G	R	5.30	4.00	3.50
Argothian Swine	G	C	0.25	0.25	0.10
Argothian Wurm	G	R	5.00	5.00	4.00
Attunement	U	R	4.50	4.00	4.00
Back to Basics	U	R	5.00	4.50	3.00
Barrin, Master Wizard	U	R	4.00	3.00	3.00
Barrin's Codex	A	R	3.30	3.00	3.00
Bedlam	R	R	3.30	3.00	3.00
Beauf	B	C	0.25	0.25	0.10
Bereavement	B	U	1.00	1.00	0.80
Blanchwood Armor	G	U	1.00	1.00	0.80
Blanchwood Treefolk	G	C	0.25	0.25	0.10
Blasted Landscape	L	U	1.00	1.00	0.80
Blood Vassal	B	C	0.25	0.25	0.10
Bog Raiders	B	C	0.25	0.25	0.10
Brand	R	R	3.30	3.00	3.00
Bravado	R	C	0.25	0.25	0.10
Breach	B	C	0.25	0.25	0.10
Brilliant Halo	W	C	0.25	0.25	0.10
Bull Hippo	G	U	1.00	1.00	0.70
Bulwark	R	R	3.40	3.00	2.50
Cackling Fiend	B	C	0.25	0.25	0.10
Carpet of Flowers	G	U	1.00	1.00	0.80
Carrion Beetles	B	C	0.25	0.25	0.10

Power Sink	U	C	0.25	0.25	0.10
Power Taint	U	C	0.25	0.25	0.10
Presence of the Master	W	U	1.00	1.00	0.80
Priest of Gix	B	U	1.00	1.00	0.80
Priest of Titania	G	C	0.25	0.25	0.10
Purging Scythe	A	R	4.00	3.00	3.00
Rain of Filth	B	U	1.00	1.00	0.80
Rain of Salt	R	U	1.00	1.00	0.80
Ravenous Skirge	R	C	0.25	0.25	0.10
Raze	R	C	0.25	0.25	0.10
Recantation	U	R	4.00	3.00	2.80
Reclusive Wight	B	U	1.00	1.00	0.80
Redeem	W	U	1.00	1.00	0.80
Reflexes	R	C	0.25	0.25	0.10
Rejuvenate	G	C	0.25	0.25	0.10
Remembrance	W	R	4.00	3.00	3.00
Remote Isle	L	C	0.25	0.25	0.10
Reprocess	R	C	3.50	3.00	3.00
Rescind	U	C	0.25	0.25	0.10
Retaliation	G	U	1.00	1.00	0.80
Retromancer	R	C	0.25	0.25	0.10
Rewind	U	C	0.25	0.25	0.10
Rumbling Crescendo	R	R	4.00	4.00	3.00
Rune of Protection: Artifacts	W	U	1.00	1.00	0.80
Rune of Protection: Black	R	C	0.25	0.25	0.10
Rune of Protection: Blue	W	C	0.25	0.25	0.10
Rune of Protection: Green	R	C	0.25	0.25	0.10
Rune of Protection: Lands	W	R	3.00	3.00	2.80
Rune of Protection: Red	R	C	0.25	0.25	0.10
Rune of Protection: White	W	C	0.25	0.25	0.10
Sanctum Custodian	W	C	0.25	0.25	0.10
Sanctum Guardian	W	U	1.00	1.00	0.80
Sandar Merfolk	U	C	0.25	0.25	0.10
Sandar Serpent	U	U	1.00	1.00	0.70
Sanguine Guard	B	U	1.00	1.00	0.80
Scald	R	U	1.10	1.00	0.80
Scoria Wurm	R	R	4.00	4.00	3.00
Scrap	R	C	0.25	0.25	0.10
Seasoned Marshal	W	U	1.00	1.00	0.80
Serra Avatar	W	R	10.00	9.00	6.80
Serra Zealot	W	C	0.25	0.25	0.10
Serra's Embrace	W	U	1.00	1.00	0.80
Serra's Hymn	W	U	1.00	1.00	0.80
Serra's Liturgy	R	U	3.00	3.00	3.00
Serra's Sanctum	L	R	4.50	4.00	3.00
Shimmering Barrier	W	U	1.00	1.00	0.70
Shiv's Embrace	R	U	1.00	1.00	0.70
Shivan Gorge	L	R	5.00	4.00	3.50
Shivan Hellkite	R	R	6.30	5.30	4.00
Shivan Raptor	R	U	1.00	1.00	0.80
Show and Tell	U	R	4.90	4.00	3.00
Shower of Sparks	R	C	0.25	0.25	0.10
Sicken	B	C	0.25	0.25	0.10
Silent Attendant	W	C	0.25	0.25	0.10
Skirge Familiar	B	U	1.00	1.00	0.80
Skittering Skirge	R	C	0.25	0.25	0.10
Sleeper Agent	B	R	4.00	3.50	3.00
Slippery Karst	L	C	0.25	0.25	0.10
Smokestack	A	R	5.00	4.00	3.00
Smoldering Crater	L	C	0.25	0.25	0.10
Sneak Attack	R	R	7.00	5.00	3.90
Somnophore	U	R	4.00	4.00	3.50
Songstitcher	W	U	1.00	1.00	0.70
Soul Sculptor	W	R	4.00	4.00	3.00
Spined Fluke	B	U	1.00	1.00	0.80
Spire Owl	U	C	0.25	0.25	0.10
Sporogenesis	G	R	4.00	3.80	3.00
Spreading Algae	G	U	1.00	1.00	0.80
Steam Blast	R	U	1.00	1.00	0.80
Stern Proctor	U	U	1.00	1.00	0.80
Stroke of Genius	U	R	8.00	5.00	5.00
Sulfuric Vapors	R	R	4.00	4.00	3.50
Sunder	U	R	4.30	3.00	3.00
Swamp (4 Versions)	L	L	0.20	0.10	0.10
Symbiosis	G	C	0.25	0.25	0.10
Tainted Aether	B	R	4.00	3.00	3.00
Telepathy	U	U	1.00	1.00	0.80
Temporal Aperture	A	R	4.80	3.00	3.00
Thran Quarry	L	R	6.80	5.00	4.00
Thran Turbine	A	U	1.00	1.00	0.80
Thundering Giant	R	U	1.00	1.00	0.80
Time Spiral	U	R	8.00	5.00	3.50
Titania's Boon	G	U	1.00	1.00	0.80
Titania's Chosen	G	U	1.00	1.00	0.80
Tolarian Academy	L	R	6.00	5.00	3.00
Tolarian Winds	U	C	0.25	0.25	0.10
Torch Song	R	U	1.00	1.00	0.80
Treefolk Seedlings	G	U	1.00	1.00	0.80
Treetop Rangers	G	C	0.25	0.25	0.10
Turnabout	U	U	1.00	1.00	0.80
Umbilicus	A	R	4.00	4.00	3.00
Unnerve	B	C	0.25	0.25	0.10
Unworthy Dead	B	C	0.25	0.25	0.10
Urza's Armor	A	U	1.00	1.00	0.80
Vampiric Embrace	B	U	1.00	1.00	0.80
Vebuild	B	R	3.00	3.00	2.80
Veil of Birds	U	C	0.25	0.25	0.10
Veiled Apparition	U	U	1.00	1.00	0.80
Veiled Crocodile	U	R	3.00	3.00	2.80
Veiled Sentry	U	U	1.00	1.00	0.80
Veiled Serpent	U	C	0.25	0.25	0.10
Venomous Fangs	G	C	0.25	0.25	0.10
Vernal Bloom	G	R	4.40	3.00	3.00
Viashino Outrider	R	C	0.25	0.25	0.10
Viashino Runner	R	C	0.25	0.25	0.10
Viashino Sandswimmer	R	R	3.80	3.00	3.00
Viashino Weaponsmith	R	C	0.25	0.25	0.10
Victimize	B	U	1.00	1.00	0.80

Vile Requiem	B	U	1.00	1.00	0.80
Voice of Grace	W	U	1.00	1.00	0.80
Voice of Law	W	U	1.00	1.00	0.80
Voltaic Key	A	U	1.30	1.00	1.00
Vug Lizard	R	U	1.00	1.00	0.80
Wall of Junk	A	U	1.00	1.00	0.70
War Dance	G	U	1.00	1.00	0.80
Waylay	W	U	1.00	1.00	0.80
Western Paladin	B	R	4.00	4.00	3.00
Whetstone	A	R	4.00	3.50	3.00
Whirlwind	G	R	3.90	3.50	3.00
Wild Dogs	G	C	0.25	0.25	0.10
Wildfire	R	R	4.90	4.00	3.00
Windfall	U	U	1.00	1.00	0.80
Winding Wurm	G	C	0.25	0.25	0.10
Wirecat	A	U	1.00	1.00	0.70
Witch Engine	B	R	3.80	3.50	3.00
Wizard Mentor	U	C	0.25	0.25	0.10
Worm Powerstone	A	U	1.10	1.00	0.80
Worship	W	R	6.80	6.00	5.00
Yawgmoth's Edict	B	U	1.00	1.00	0.80
Yawgmoth's Will	B	R	6.80	5.00	4.50
Zephid	U	R	4.00	3.50	3.00
Zephid's Embrace	U	U	1.00	1.00	0.80
Total			659.40	581.80	468.90



Urza's Legacy Set	140.00	140.00	▲ 115.00
Foil Set	795.00	795.00	▲ 795.00
Booster Box	106.25	105.00	▼ 57.00
Pre-con Decks	10.00	10.00	8.00
Booster Pack	8.40	6.80	▲ 5.10
Foil Rares	17.50	10.00	9.00
Foil Uncommons	5.50	4.00	3.00
Foil Commons	2.80	2.00	1.00

TOP FOIL CARDS	COL	RAR	UPPER	MEDIAN	LOWER
Defense Grid	A	R	20.00	10.00	10.00
Deranged Hermit	G	R	20.00	14.00	11.50
Grim Monolith	A	R	20.00	12.00	10.00
Might of Oaks	G	R	20.00	12.00	10.00
Multani, Maro-Sorcerer	G	R	20.00	13.50	10.00
Palinchron	U	R	20.00	11.00	10.00
Radiant, Archangel	W	R	20.00	11.00	10.00
Ring of Gix	A	R	20.00	12.00	10.00
Shivan Phoenix	R	R	20.25	10.00	10.00
Weathersed Treefolk	G	R	20.00	10.00	10.00

CARD NAME	COL	RAR	UPPER	MEDIAN	LOWER
About Face	R	C	0.25	0.20	0.10
Angelic Curator	W	C	0.25	0.20	0.10
Angel's Trumpet	A	U	1.00	0.80	0.50
Anthropomorph	R	C	3.60	3.30	3.00
Archivist	U	R	4.30	4.00	3.80
Aura Flux	U	C	0.25	0.20	0.10
Avalanche Riders	R	U	1.10	1.00	1.00
Beast of Burden	A	R	4.30	3.00	3.00
Blessed Reversal	W	R	4.00	3.00	3.00
Bloated Towel	G	U	1.00	0.90	0.50
Bone Shredder	B	U	1.00	1.00	0.90
Bouncing Beesbles	U	C	0.25	0.20	0.10
Brink of Madness	B	R	4.00	3.80	3.00
Burst of Energy	W	C	0.25	0.20	0.10
Cessation	W	C	0.25	0.20	0.10
Cloud of Faeries	U	C	0.25	0.20	0.10
Crawlspace	A	R	4.00	3.50	3.00
Crop Rotation	G	C	0.25	0.20	0.10
Damping Engine	A	R	4.00	4.00	3.00
Darkwatch Elves	G	U	1.00	0.90	0.50
Defender of Chaos	R	C	0.25	0.20	0.10
Defender of Law	W	C	0.25	0.20	0.10
Defense Grid	A	R	5.30	5.00	3.80
Defense of the Heart	G	R	5.00	4.00	3.80
Delusions of Mediocrity	U	R	5.00	4.00	3.80
Deranged Hermit	G	R	6.40	5.90	5.00
Devout Harpist	W	C	0.25	0.20	0.10
Engineered Plague	B	U	1.00	1.00	0.50
Erase	W	C	0.25	0.20	0.10
Eviscerator	B	R	4.00	3.70	3.00
Expendable Troops	G	C	0.25	0.20	0.10
Faerie Conclave	L	U	1.00	1.00	1.00
Fleeting Image	R	U	5.00	4.00	3.40
Fog of Gnats	B	C	0.25	0.20	0.10
Forbidding Watchtower	L	U	1.00	1.00	0.90
Francic Search	U	C	0.25	0.20	0.10
Gang of Elk	G	U	1.00	0.80	0.50
Ghitu Encampment	L	U	1.00	1.00	0.90
Ghitu Fire-Eater	R	U	1.00	0.90	0.50
Ghitu Slinger	R	C	0.25	0.20	0.10
Ghitu War Cry	R	U	1.00	0.90	0.50
Giant Cockroach	B	C	0.25	0.20	0.10
Goblin Medic	R	C	0.25	0.20	0.10
Goblin Welder	R	R	4.00	3.50	3.00
Granite Grip	R	C	0.25	0.20	0.10
Grim Monolith	A	R	5.80	5.10	5.00
Harmonic Convergence	G	U	1.00	0.90	0.50
Hidden Gibbons	G	R	4.00	3.50	3.00
Hope and Glory	W	U	1.00	0.90	0.50
Impending Disaster	R	U	4.30	3.50	3.00
Intervene	U	C	0.25	0.20	0.10
Iron Maiden	A	R	4.30	4.00	3.00
Iron Will	W	C	0.25	0.20	0.10
Jhoira's Toolbox	A	U	1.00	0.60	0.50
Karmic Guide	W	R	4.30	3.70	3.00
King Crab	U	U	1.00	0.90	0.50

Knighthood	W	U	1.00	1.00	0.70
Last-Ditch Effort	R	U	1.00	1.00	0.70
Lava Axe	R	C	0.25	0.20	0.10
Levitation	U	U	1.00	1.00	0.70
Lone Wolf	G	U	1.00	0.90	0.50
Lurking Skirge	B	R	3.60	3.00	3.00
Martyr's Cause	W	U	1.00	0.90	0.50
Memory Jar	A	R	5.00	3.80	3.00
Might of Oaks	G	R	6.00	5.00	5.00
Miscalculation	U	C	0.25	0.20	0.10
Molten Hydra	R	R	4.00	4.00	3.00
Mother of Runes	W	U	1.00	1.00	0.90
Multani, Maro-Sorcerer	G	R	7.10	5.50	3.60
Multani's Acolyte	G	C	0.25	0.20	0.10
Multani's Presence	G	U	1.00	1.00	0.70
No Mercy	B	R	5.30	4.50	3.60
Opal Avenger	W	R	3.60	3.30	3.00
Opal Champion	W	C	0.25	0.20	0.10
Opportunity	U	U	1.00	1.00	0.90
Ostracize	B	C	0.25	0.20	0.10
Palinchron	U	R	6.30	5.00	4.50
Parth	R	C	0.25	0.20	0.10
Peace and Quiet	W	U	1.00	0.90	0.50
Phyrexian Broodlings	B	C	0.25	0.20	0.10
Phyrexian Debaser	B	C	0.25	0.20	0.10
Phyrexian Defiler	B	U	1.00	0.90	0.50
Phyrexian Denouncer	B	C	0.25		

Magic: The Gathering



Rofellos's Gift	G	C	0.25	0.25	0.10
Sanctimony	W	U	1.00	1.00	0.80
Scent of Brine	U	C	0.25	0.25	0.10
Scent of Cinder	R	C	0.25	0.25	0.10
Scent of Ivy	G	C	0.25	0.25	0.10
Scent of Jasmine	W	C	0.25	0.25	0.10
Scent of Nightshade	B	C	0.25	0.25	0.10
Scour	W	U	1.00	1.00	0.80
Scrying Glass	A	R	4.00	3.50	3.30
Serra Advocate	W	U	1.00	1.00	0.60
Sigil of Steep	U	C	0.25	0.25	0.10
Skittering Horror	B	C	0.25	0.25	0.10
Slinking Skirge	B	C	0.25	0.25	0.10
Solidarity	W	C	0.25	0.25	0.10
Soul Feast	U	U	1.00	1.00	0.80
Sowing Salt	R	U	1.00	1.00	0.60
Splinter	G	U	1.00	1.00	0.80
Squirmy Mass	B	C	0.25	0.25	0.10
Storage Matrix	A	R	4.00	3.00	3.00
Taunting Elf	G	C	0.25	0.25	0.10
Telepathic Spies	U	C	0.25	0.25	0.10
Temporal Adept	U	R	5.00	4.00	3.50
Tethered Griffin	W	R	4.50	4.00	3.50
Thieving Magpie	U	U	1.00	1.00	0.80
Thorn Elemental	G	R	6.50	5.50	5.00
Thran Dynamo	A	U	1.00	1.00	0.60
Thran Foundry	A	U	1.00	1.00	0.80
Thran Golem	A	R	4.80	4.00	3.50
Tormented Angel	W	C	0.25	0.25	0.10
Treachery	U	R	5.80	5.00	5.00
Trumpet Blast	R	C	0.25	0.25	0.10
Twisted Experiment	B	C	0.25	0.25	0.10
Urza's Incubator	A	R	4.00	4.00	3.00
Voice of Duty	W	U	1.00	1.00	0.60
Voice of Reason	W	U	1.00	1.00	0.60
Wake of Destruction	R	R	5.00	4.00	3.50
Wall of Glory	W	C	0.25	0.25	0.10
Wild Colos	R	C	0.25	0.25	0.10
Yavimaya Elder	G	C	0.25	0.25	0.10
Yavimaya Enchantress	G	U	1.00	1.00	0.80
Yavimaya Hollow	L	R	5.00	5.00	3.00
Yavimoth's Bargain	B	R	6.50	6.00	5.00
Total			275.35	248.05	197.10



Mercadian Masques Set (no foils)	312.50	275.00	237.50	
Mercadian Masques Foil Set	1,400.00	1,300.00	1,200.00	
Complete Set (incl. Foil)	1,550.00	1,500.00	1,450.00	
Mercadian Masques Booster Box	90.25	88.50	86.75	
Tournament Deck Box	92.50	90.00	87.50	
Pre-Constructed Deck Box	86.25	82.50	78.75	
Booster Pack	3.30	3.30	3.30	
Tournament Deck	10.00	9.50	9.00	
Pre-Constructed Deck	10.00	9.50	9.00	
Premium Foil Rares	UR	11.50	6.50	6.00
Premium Foil Uncommons	UR	5.60	3.00	2.30
Premium Foil Commons	UR	2.50	1.00	1.00

TOP FOIL CARDS	COL	RAR	UPPER	MEDIAN	LOWER
Delirach	B	R	15.00	9.00	8.00
Dust Bowl	L	R	17.50	12.00	9.00
Misdirection	U	R	18.00	15.00	10.00
Nether Spirit	B	R	16.50	10.00	8.50
Rishadan Port	L	R	25.00	25.00	16.00
Squeeze, Goblin Nabob	R	R	20.00	15.00	13.50
Thrashing Wumpus	R	R	15.00	10.00	9.00
Two-Headed Dragon	R	R	17.50	14.00	11.50
Unmask	B	R	15.00	9.00	8.00

CARD NAME	COL	RAR	UPPER	MEDIAN	LOWER
Aerial Caravan	U	R	4.00	3.00	3.00
Afterlife	W	U	1.00	1.00	0.50
Alabaster Wall	W	C	0.25	0.25	0.10
Alley Grifters	B	C	0.25	0.25	0.15
Ancestral Mask	G	C	0.25	0.25	0.10
Armistice	W	R	4.00	3.00	3.00
Arms Dealer	R	U	1.00	0.80	0.50
Arrest	W	U	1.00	0.80	0.50

Assembly Hall	A	R	4.00	3.00	3.00
Ballista Squad	W	U	1.00	0.90	0.50
Balloon Peddler	U	C	0.25	0.25	0.10
Barbed Wire	A	U	1.00	1.00	0.70
Bargaining Table	A	R	5.00	4.00	3.00
Battle Rampart	R	C	0.25	0.25	0.10
Battle Squadron	R	R	4.10	3.00	3.00
Bifurcate	G	R	4.10	4.00	3.00
Black Market	R	R	4.00	4.00	3.80
Blaster Mage	B	C	0.25	0.25	0.10
Blockade Runner	U	C	0.25	0.25	0.10
Blood Hound	R	R	4.00	3.00	3.00
Blood Oath	R	U	5.00	4.00	3.40
Boa Constrictor	G	U	1.00	0.80	0.50
Bog Smugglers	B	C	0.25	0.25	0.10
Bog Witch	B	C	0.25	0.25	0.10
Brainstorm	U	C	0.25	0.25	0.10
Brawl	R	R	4.00	4.00	3.80
Briar Patch	G	U	1.00	0.90	0.50
Bribery	U	R	7.00	5.30	5.00
Buoyancy	U	C	0.25	0.25	0.10
Cackling Witch	B	U	1.00	0.80	0.50
Caller of the Hunt	R	R	4.30	4.00	3.80
Cateran Brute	B	C	0.25	0.25	0.10
Cateran Enforcer	B	U	1.00	0.80	0.50
Cateran Kidnappers	B	U	1.00	0.80	0.50
Cateran Overlord	B	R	5.10	5.00	3.80
Cateran Persuader	B	C	0.25	0.25	0.10
Cateran Slaver	B	R	5.00	4.50	3.80
Cateran Summoners	B	U	1.00	0.80	0.50
Caustic Wasps	G	U	1.00	0.80	0.50
Cave Sense	R	C	0.25	0.25	0.10
Cave-in	R	R	5.00	4.50	3.40
Cavern Crawler	R	C	0.25	0.25	0.10
Ceremonial Guard	R	C	0.25	0.25	0.10
Chambered Nautilus	U	U	1.00	1.00	0.70
Chameleon Spirit	U	U	1.00	1.00	0.70
Charisma	U	U	5.00	5.00	3.80
Charm Peddler	W	C	0.25	0.25	0.10
Charmed Griffin	W	U	1.00	0.80	0.50
Cho-Arrim Alchemist	W	R	4.60	4.00	3.40
Cho-Arrim Bruiser	W	R	4.10	3.70	3.00
Cho-Arrim Legate	W	U	1.00	1.00	0.70
Cho-Manno, Revolutionary	W	R	5.30	4.50	3.80
Cho-Manno's Blessing	W	C	0.25	0.25	0.10
Cinder Elemental	R	U	1.00	1.00	0.70
Clear the Land	G	R	5.00	4.00	3.00
Close Quarters	R	U	1.00	1.00	0.70
Cloud Sprite	U	C	0.25	0.25	0.10
Coastal Piracy	U	U	1.00	1.00	0.70
Collective Unconscious	G	R	5.10	5.00	4.50
Common Cause	W	R	4.20	4.00	3.00
Conspiracy	B	R	5.00	4.00	3.40
Cornered Market	W	R	4.10	3.00	3.00
Corrupt Official	B	R	4.00	3.00	3.00
Counterspell	U	C	0.25	0.25	0.10
Cowardice	U	R	4.10	3.80	3.00
Crackdown	W	R	4.00	4.00	3.80
Crag Saurian	R	R	4.00	3.00	3.00
Crash	C	C	0.25	0.25	0.10
Credit Voucher	A	U	1.00	1.00	0.70
Crenelated Wall	A	U	1.00	0.80	0.50
Crooked Scales	A	R	4.00	3.00	3.00
Crossbow Infantry	W	C	0.25	0.25	0.10
Crumbling Sanctuary	A	U	5.00	4.00	3.80
Customs Depot	U	U	1.00	0.80	0.50
Dark Ritual	B	C	0.25	0.25	0.10
Darting Merfolk	U	C	0.25	0.25	0.10
Dawnstrider	G	R	5.00	5.00	4.50
Deadly Insect	G	C	0.25	0.25	0.10
Deathgazer	B	U	1.00	1.00	0.70
Deepwood Drummer	G	C	0.25	0.25	0.10
Deepwood Elder	G	R	4.00	4.00	3.40
Deepwood Ghoul	B	C	0.25	0.25	0.10
Deepwood Legate	B	U	1.00	1.00	0.70
Deepwood Tantiv	G	U	1.00	0.50	0.50
Deepwood Wolvenine	G	C	0.25	0.25	0.10
Dehydration	U	C	0.25	0.25	0.10
Delirach	B	R	6.00	5.00	4.80
Desert Twister	G	U	1.00	0.80	0.50
Devout Witness	W	C	0.25	0.25	0.10
Diplomatic Escort	U	U	1.00	0.80	0.50
Diplomatic Immunity	U	C	0.25	0.25	0.10
Disenchant	W	C	0.25	0.25	0.10
Distorting Lens	A	R	4.30	4.00	3.80
Drake Hatchling	U	C	0.25	0.25	0.10
Dust Bowl	L	R	6.30	5.00	5.00
Embaro	U	R	5.00	4.00	3.80
Energy Flux	U	U	1.00	0.80	0.50
Enslaved Horror	B	U	1.00	0.90	0.50
Erithron	G	R	4.10	3.00	3.00
Extortion	B	R	4.00	3.90	3.00
Extravagant Spirit	R	R	4.10	4.00	3.80
Eye of Ramos	A	R	5.00	4.00	3.00
False Demise	U	U	1.00	1.00	0.70
Ferocity	G	C	0.25	0.25	0.10
Flailing Manticores	R	R	4.00	3.30	3.00
Flailing Ogre	R	U	1.00	1.00	0.50
Flailing Soldier	R	C	0.25	0.25	0.10
Flaming Sword	R	C	0.25	0.25	0.10
Food Chain	G	R	4.10	4.00	3.00
Force of March	B	R	5.00	4.00	3.60
Forest	L	L	0.15	0.10	0.10
Foster	L	U	1.00	0.90	0.50
Fountain of Cho	L	U	1.00	1.00	0.50
Foundation Watch	W	C	0.25	0.25	0.10
Fresh Volunteers	R	C	0.25	0.25	0.10
Furious Assault	C	C	0.25	0.25	0.10
Game Preserve	G	R	4.10	4.00	3.00
General's Regalia	A	R	4.00	3.00	3.00
Gerrard's Irregulars	R	C	0.25	0.25	0.10
Ghoul's Feast	B	U	1.00	1.00	0.70
Giant Caterpillar	G	C	0.25	0.25	0.10
Glowing Anemone	U	U	1.00	0.80	0.50
Groundskeeper	G	U	1.00	0.80	0.50
Gush	U	C	0.25	0.25	0.10
Hammer Mage	R	U	1.00	1.00	0.70
Haunted Crossroads	B	U	1.00	0.80	0.50
Heart of Ramos	A	R	4.10	4.00	3.00
Henge Guardian	A	U	1.00	0.80	0.50
Henge of Ramos	L	U	1.00	1.00	0.90
Hickory Woodlot	L	C	0.25	0.25	0.10
High Market	L	R	5.00	4.00	3.40
High Seas	U	U	1.00	1.00	0.70
Highway Robber	B	C	0.25	0.25	0.10
Hired Juggler	R	U	1.00	0.80	0.50
Honor the Fallen	W	R	5.00	4.90	3.80
Hoodwink	U	C	0.25	0.25	0.10
Horn of Plenty	A	R	4.00	3.00	3.00
Horn of Ramos	A	R	4.10	3.00	3.00
Horned Troll	G	C	0.25	0.25	0.10

NEMESIS

143 Cards

Nemesis Set (no foils)	163.75	162.50	161.25
Nemesis Foil Set	887.50	825.00	762.50
Complete Set (incl. Foil)	1,000.00	950.00	900.00
Nemesis Booster Box	90.00	90.00	87.50
Nemesis Pre-Constructed Deck Box	84.75	81.50	78.25
Nemesis Booster Pack	3.30	3.30	3.30
Nemesis Pre-Constructed Deck	10.00	10.00	9.00
Foil Rare	14.00	8.00	7.00
Foil Uncommon	6.80	3.00	2.70
Foil Common	2.80	1.00	1.00

TOP FOIL CARDS	COL	RAR	UPPER	MEDIAN	LOWER
Blinding Angel	W	R	16.00	11.50	10.00
Kor Haven	L	R	15.50	10.00	8.80
Lin Sivi, Defiant Hero	W	R	16.00	13.50	10.75
Parallax Tide	U	R	15.50	10.00	8.00
Parallax Wave	W	R	15.75	12.50	10.00
Rhox	G	R	15.50	10.00	8.80
Rootwater Thief	U	R	15.50	10.00	8.00
Saproling Burst	G	R	15.50	12.00	10.75
Tangle Wire	A	R	16.00	14.50	10.25
Volrath the Fallen	B	R	15.50	10.00	8.00

CARD NAME	COL	RAR	UPPER	MEDIAN	LOWER
Accumulated Knowledge	U	C	0.25	0.25	0.10
Aether Barrier	U	R	4.20	3.50	3.00
Air Bladder	U	C	0.25	0.20	0.10
Ancient Hydra	R	U	1.00	0.80	0.50
Angelic Favor	W	U	1.00	0.60	0.50
Animate Land	G	U	1.00	0.60	0.50
Arc Mage	R	U	1.00	0.60	0.50
Ascendant Evincar	B	R	6.00	5.00	3.80
Avenger en-Dal	W	R	5.00	4.00	3.00
Battlefield Percher	B	U	1.00	0.60	0.50
Belbe's Armor	A	U	1.00	0.60	0.50
Belbe's Percher	B	C	0.25	0.20	0.10
Belbe's Portal	A	R	5.00	3.50	3.00
Blastoderm	G	C	0.50	0.25	0.15
Blinding Angel	W	R	6.50	5.50	4.90
Bola Warrior	R	C	0.25	0.20	0.10
Carrion Wall	W	U	1.00	0.60	0.50
Chieftain en-Dal	W	U	1.00	0.90	0.50
Cloudskate	G	C	0.25	0.20	0.10
Coiling Woodworm	G	U	1.00	0.60	0.50
Complex Automaton	A	R	4.00	3.00	3.00
Dark Triumph	U	C	0.25	0.20	0.10
Death	U	C	0.25	0.20	0.10
Death Pit Offering	B	R	5.00	5.00	3.00
Defender en-Vec	W	C	0.25	0.20	0.10
Defiant Falcon	W	C	0.25	0.20	0.10
Defiant Vanguard	W	U	1.00	0.80	0.50
Divining Witch	B	R	4.00	3.50	3.00
Dominate	U	U	1.00	1.00	0.50
Downhill Charge	R	C	0.25	0.20	0.10
Ensnare	U	U	1.00	0.90	0.50
Eye of Yavogmoth	A	R	4.30	3.30	3.00
Fanatical Devotion	W	C	0.25	0.20	0.10
Flame Rift	R	C	0.25	0.20	0.10
Flint Golem	A	U	1.00	0.60	0.50
Flowstone Armor	A	U	1.00	0.60	0.50
Flowstone Crusher	R	C	0.25	0.20	0.10
Flowstone Overseer	R	R	5.20	4.50	3.60
Flowstone Slide	R	R	4.20	3.40	3.00
Flowstone Strike	R	C	0.25	0.20	0.10
Flowstone Surge	R	U	1.00	0.90	0.50
Flowstone Thopter	A	U	1.00	0.60	0.50
Flowstone Wall	R	C	0.25	0.20	0.10
Fog Patch	G	C	0.25	0.20	0.10
Harvest Mage	G	C	0.25	0.20	0.10
Infiltrate	U	C	0.25	0.20	0.10
Jolting Merfolk	U	U	1.00	0.80	0.50
Kill Switch	A	R	5.90	4.50	3.90
Kor Haven	L	R	5.30	5.00	3.60
Laccolith Grunt	R	C	0.25	0.20	0.10
Laccolith Rig	R	C	0.25	0.20	0.10
Laccolith Titan	R	R	5.00	4.50	3.00
Laccolith Warrior	R	U	1.00	0.90	0.50
Laccolith Whelp	R	C	0.25	0.20	0.10
Lashknife	W	C	0.25	0.20	0.10
Lawbringer	W	C	0.25	0.20	0.10
Lightbringer	G	C	0.25	0.20	0.10
Lin Sivi, Defiant Hero	R	R	7.10	6.00	5.40
Mana Cache	R	R	4.20	3.50	3.00
Massacre	B	U	1.00	1.00	0.50
Mind Slash	B	U	1.00	0.90	0.50
Mind Swords	B	C	0.25	0.20	0.10
Mogg Alarm	R	U	1.00	0.60	0.50
Mogg Salvage	R	U	1.00	0.60	0.50
Mogg Toady	R	C	0.25	0.20	0.10
Moggcatcher	R	R	4.60	3.00	3.00
Mossgod	G	C	0.25	0.20	0.10
Murderous Betrayal	B	R	4.00	3.00	2.90
Nesting Wurm	G	U	1.00	0.90	0.50
Netter en-Dal	W	C	0.25	0.20	0.10
Noble Stand	W	U	1.00	0.90	0.50
Off Balance	W	C	0.25	0.20	0.10
Oracle's Attendants	R	R	4.00	3.00	3.00
Oraxid	G	C	0.25	0.20	0.10
Overlaid Terrain	G	R	5.00	4.50	3.00
Pack Hunt	G	R	5.00	4.00	3.00
Pale Moon	U	R	4.00	3.50	3.00
Parallax Dementia	B	C	0.25	0.20	0.10
Parallax Inhibitor	A	R	4.00	4.00	3.00
Parallax Nexus	B	R	5.00	3.80	3.00

Parallax Tide	U	R	6.00	5.00	4.90
Parallax Wave	W	R	5.50	5.00	5.00
Phyrexian Driver	B	C	0.25	0.20	0.10
Phyrexian Provler	B	U	1.00	0.60	0.50
Plague Witch	B	C	0.25	0.20	0.10
Predator, Flagship	A	R	5.00	4.80	4.00
Rackling	A	U	1.00	0.80	0.50
Rathi Assassin	B	U	5.00	4.50	3.80
Rathi Fiend	B	U	1.00	0.80	0.50
Rathi Intimidator	B	C	0.25	0.20	0.10
Rathi's Edge	L	R	5.00	4.00	2.90
Refreshing Rain	G	U	1.00	0.90	0.50
Rejuvenation Chamber	A	U	1.00	0.60	0.50
Reverent Silence	G	C	0.25	0.20	0.10
Rhox	G	R	5.30	5.00	4.70
Rising Waters	U	R	5.00	5.00	3.80
Rootwater Commando	U	C	0.25	0.20	0.10
Rootwater Thief	R	C	6.30	5.40	5.00
Rupture	U	R	1.00	0.90	0.50
Rusting Golem	A	U	1.00	0.60	0.50
Saproling Burst	G	R	6.00	5.30	5.00
Saproling Cluster	R	U	5.00	4.00	3.00
Seahunter	U	R	4.00	3.00	3.00
Seal of Cleansing	W	C	0.25	0.25	0.10
Seal of Doom	B	C	0.25	0.20	0.10
Seal of Fire	R	C	0.25	0.25	0.15
Seal of Removal	G	C	0.25	0.20	0.10
Seal of Strength	G	C	0.25	0.20	0.10
Shrieking Mogg	R	R	4.20	3.80	3.00
Silkenst Fighter	G	C	0.25	0.20	0.10
Silkenstf Order	W	U	1.00	0.60	0.50
Sivvi's Ruse	W	U	1.00	0.90	0.50
Sivvi's Valor	W	R	4.20	3.00	3.00
Skyskroud Behemoth	G	R	5.00	3.90	3.00
Skyskroud Claim	G	C	0.25	0.20	0.10
Skyskroud Cutter	G	C	0.25	0.20	0.10
Skyskroud Poacher	G	R	3.50	3.50	3.00
Skyskroud Ridgeback	G	C	0.25	0.20	0.10
Skyskroud Sentinel	G	C	0.25	0.20	0.10
Slipside Sergeant	U	R	4.30	3.00	3.00
Sneaky Homunculus	U	C	0.25	0.20	0.10
Spoiless Thug	B	C	0.25	0.20	0.10
Spiritual Asylum	W	R	5.00	4.00	3.00
Spiteful Bully	B	C	0.25	0.20	0.10
Stampede Driver	G	U	1.00	0.90	0.50
Stronghold Biologist	U	U	1.00	0.60	0.50
Stronghold Discipline	B	C	0.25	0.20	0.10
Stronghold Gambit	R	R	4.20	3.00	3.00
Stronghold Machinist	U	U	1.00	0.60	0.50
Stronghold Zeppelin	U	U	1.00	0.60	0.50
Submerge	U	U	1.00	0.60	0.50
Tangle Wire	A	R	7.30	5.50	4.60
Terrain Generator	L	U	1.00	0.60	0.50
Topple	G	C	0.25	0.20	0.10
Treetop Bracers	G	C	0.25	0.20	0.10
Trickster Mage	U	C	0.25	0.20	0.10
Vicious Hunger	B	C	0.25	0.20	0.10
Vesling	A	U	1.00	0.80	0.50
Voice of Truth	W	U	1.00	0.60	0.50
Volrath the Fallen	B	R	6.00	5.00	4.00
Wandering Eye	U	C	0.25	0.20	0.10
Wild Mammoth	G	U	1.00	0.60	0.50
Woodripper	G	U	1.00	0.80	0.50
Total			278.20	225.30	181.40

PROPHETRY

143 Cards

Prophecy Set (no foils)	155.00	150.00	150.00
Prophecy Foil Set	712.50	700.00	650.00
Complete Set (incl. Foil)	850.00	850.00	837.50
Pre-Constructed Deck Box	102.50	95.00	92.50
Booster Box	99.75	90.50	88.75
Pre-Constructed Deck	10.25	9.50	9.00
Booster Pack	3.30	3.30	3.30
Foil Rare	10.25	10.00	7.80
Foil Uncommon	5.00	4.50	3.00
Foil Common	3.00	1.50	0.90

TOP FOIL CARDS	COL	RAR	UPPER	MEDIAN	LOWER
Avatar of Fury	R	R	14.50	10.00	10.00
Avatar of Hope	W	R	14.75	12.00	9.50
Avatar of Might	G	R	14.00	10.00	9.50
Avatar of Will	U	R	17.25	10.00	9.50
Avatar of Woe	B	R	18.25	13.50	12.00
Greel, Mind Raker	B	R	12.75	10.00	9.50
Jolrael, Empress of Beasts	G	R	12.25	10.00	9.50
Mageta, the Lion	W	R	15.50	12.00	10.00
Rhystic Tutor	B	R	12.00	10.00	9.50
Vitalizing Wind	G	R	12.25	10.00	9.50

CARD NAME	COL	RAR	UPPER	MEDIAN	LOWER
Abolish	W	U	1.00	0.80	0.50
Agent of Shauku	B	C	0.25	0.25	0.10
Alexi, Zephyr Mage	U	R	5.00	5.00	4.00
Alexi's Cloak	C	C	0.25	0.25	0.10
Aura Fracture	W	C	0.25	0.25	0.10
Avatar of Fury	R	R	7.10	6.00	5.80
Avatar of Hope	W	R	6.10	6.00	5.40
Avatar of Might	G	R	7.10	5.80	5.00
Avatar of Will	U	R	7.60	6.00	5.00
Avatar of Woe	B	R	8.30	7.30	6.20
Barbed Field	R	U	1.00	0.90	0.50
Blessed Wind	W	U	5.00	4.50	4.00
Bog Elemental	B	R	5.00	4.50	3.00
Bog Glider	B	C	0.25	0.25	0.10
Branded Brawlers	R	C	0.25	0.25	0.10

Magic: The Gathering



Breaking Wave	U	R	4.40	4.00	3.00
Breath of Darigaaz	R	U	1.00	1.00	0.70
Callous Giant	R	R	5.00	4.00	3.00
Canopy Surge	G	U	1.00	1.00	0.70
Capashen Unicorn	W	C	0.25	0.25	0.10
Captain Sisay	D	R	5.00	5.00	3.80
Cauldron Dance	D	U	1.00	1.00	0.70
Chaotic Strike	R	U	1.00	0.90	0.50
Charging Troll	D	U	1.00	1.00	0.90
Chromatic Sphere	A	U	1.00	1.00	0.70
Cinder Shade	D	U	1.00	1.00	0.80
Coalition Victory	D	R	5.00	5.00	3.90
Coastal Tower	L	U	1.80	1.00	0.90
Collapsing Borders	R	R	4.00	4.00	3.00
Collective Restraint	U	R	5.00	5.00	4.00
Cremate	B	U	1.00	1.00	0.80
Crimson Acolyte	W	C	0.25	0.25	0.10
Crosis, the Purger	D	R	7.10	6.00	5.60
Crosis's Attendant	A	U	1.00	0.90	0.50
Crown of Flames	R	C	0.25	0.25	0.10
Crusading Knight	W	R	5.00	4.50	4.00
Crypt Angel	B	R	5.00	5.00	4.80
Crystal Spray	U	R	4.10	3.00	2.90
Cursed Flesh	B	C	0.25	0.25	0.10
Darigaaz, the Igniter	D	R	7.00	6.00	5.40
Darigaaz's Attendant	A	U	1.00	0.90	0.50
Death or Glory	W	R	5.00	4.00	4.00
Defiling Tears	B	U	1.00	0.90	0.50
Desperate Research	B	R	5.00	3.80	3.00
Devouring Stomach	B	R	6.00	5.50	4.80
Dismantling Blow	W	C	0.25	0.25	0.10
Disrupt	U	U	1.00	0.90	0.50
Distorting Wake	U	R	5.00	4.00	3.80
Divine Presence	W	R	4.10	4.00	3.60
Do or Die	B	R	5.00	4.50	3.90
Drake-Skull Charm	A	U	1.00	1.00	0.90
Dream Thrush	U	C	0.25	0.25	0.10
Dredge	B	U	1.00	0.80	0.50
Dromar, the Banisher	D	R	6.60	6.00	5.90
Dromar's Attendant	A	U	1.00	0.90	0.50
Dueling Grounds	D	R	5.00	4.50	4.00
Duskwalker	B	C	0.25	0.25	0.10
Elfhame Palace	L	U	2.00	1.30	0.90
Elfhame Sanctuary	G	U	1.00	1.00	0.90
Elish Champion	G	R	6.10	5.00	4.40
Empress Galina	U	R	4.60	4.00	3.00
Essence Leak	U	U	1.00	0.90	0.70
Exclude	U	C	0.25	0.25	0.10
Exotic Curse	B	C	0.25	0.25	0.10
Explosive Growth	G	C	0.25	0.25	0.10
Fact or Fiction	U	U	2.30	1.80	0.90
Faerie Squadron	U	C	0.25	0.25	0.10
Fertile Ground	G	C	0.25	0.25	0.10
Flight or Flight	W	R	5.00	4.00	3.00
Firebrand Ranger	R	U	1.00	1.00	0.80
Fires of Yavimaya	D	U	2.00	1.00	0.90
Firescreamer	B	C	0.25	0.25	0.10
Forest (four versions)	L	L	0.10	0.10	0.10
Frenzied Tiling	D	C	0.25	0.25	0.10
Galina's Knight	L	C	0.25	0.25	0.10
Geothermal Crevice	L	C	0.25	0.25	0.10
Ghitu Fire	R	R	5.30	5.00	4.00
Glimmering Angel	W	C	0.25	0.25	0.10
Global Ruin	W	R	5.00	4.00	3.00
Goblin Spy	R	U	1.00	0.90	0.50
Goham Djinn	B	U	1.00	1.00	0.70
Halam Djinn	R	U	1.00	1.00	0.80
Hanna, Ship's Navigator	D	R	5.30	4.50	3.00
Harrow	G	C	0.25	0.25	0.10
Harsh Judgment	W	R	5.00	4.00	3.60
Hate Weaver	B	U	1.00	1.00	0.70
Heroes' Reunion	D	U	1.00	1.00	0.70
Holy Day	W	C	0.25	0.25	0.10
Hooded Kavu	R	C	0.25	0.25	0.10
Homed Cheetah	D	U	1.00	0.90	0.70
Hunting Kavu	D	U	1.00	0.90	0.50
Hypnotic Cloud	B	C	0.25	0.25	0.10
Irrigation Ditch	L	C	0.25	0.25	0.10
Island (four versions)	L	L	0.10	0.10	0.10
Jade Leech	G	R	5.10	4.00	3.00
Juntu Stakes	A	R	5.00	4.00	3.40
Kangee, Aerie Keeper	D	R	4.30	3.50	3.00

Kavu Aggressor	R	C	0.25	0.25	0.10
Kavu Chameleon	G	U	1.30	1.00	0.50
Kavu Climber	G	C	0.25	0.25	0.10
Kavu Lair	G	R	5.00	3.80	2.90
Kavu Monarch	R	R	5.00	4.30	3.00
Kavu Runner	R	U	1.00	0.90	0.50
Kavu Scout	C	C	0.25	0.25	0.10
Kavu Titan	G	R	6.50	6.00	5.00
Keldon Necropolis	L	R	4.30	3.50	3.00
Liberate	W	U	1.00	1.00	0.70
Lightning Dart	R	U	1.00	1.00	0.70
Llanowar Cavalry	G	C	0.25	0.25	0.10
Llanowar Elite	G	C	0.25	0.25	0.10
Llanowar Knight	G	C	0.25	0.25	0.10
Llanowar Vanguard	G	C	0.25	0.25	0.10
Loafing Giant	R	R	4.00	3.00	2.40
Lobotomy	D	U	1.60	1.00	0.90
Lotus Guardian	A	R	5.00	4.00	3.00
Mages' Contest	R	R	5.00	4.00	3.00
Mana Maze	U	R	5.00	3.30	3.00
Maniacal Rage	R	C	0.25	0.25	0.10
Manipulate Fate	U	U	1.00	1.00	0.70
Marauding Knight	B	R	5.40	5.00	4.00
Metathran Aerostat	U	U	5.00	3.50	3.00
Metathran Transport	U	U	1.00	0.90	0.50
Metathran Zombie	U	C	0.25	0.25	0.10
Metathran Storm	D	R	5.00	4.00	4.00
Might Weaver	G	U	1.00	1.00	0.80
Molimo, Maro-Sorcerer	R	G	6.00	5.00	4.70
Mountain (four versions)	L	L	0.10	0.10	0.10
Mourning	B	C	0.25	0.25	0.10
Nightscape Apprentice	B	C	0.25	0.25	0.10
Nightscape Master	B	R	5.00	4.80	4.00
Noble Panther	D	R	5.00	4.90	3.80
Nomadic Elf	G	C	0.25	0.25	0.10
Obliterate	R	R	6.10	5.50	5.00
Obsidian Acolyte	W	C	0.25	0.25	0.10
Opt	U	C	0.25	0.25	0.10
Ordered Migration	D	U	1.00	0.90	0.50
Orim's Touch	W	C	0.25	0.25	0.10
Overabundance	D	R	5.00	4.50	3.00
Overflow	R	C	0.25	0.25	0.10
Pain/Suffering	B/R	U	1.00	1.00	0.90
Phantasmal Terrain	C	C	0.25	0.25	0.10
Phyrexian Altar	A	R	5.00	4.00	3.40
Phyrexian Battleflies	B	C	0.25	0.25	0.10
Phyrexian Delver	B	R	5.00	3.00	3.00
Phyrexian Infirator	B	R	5.00	4.50	3.80
Phyrexian Lens	A	R	5.00	4.00	3.00
Phyrexian Reaper	B	C	0.25	0.25	0.10
Phyrexian Slayer	B	C	0.25	0.25	0.10
Pincer Spider	G	C	0.25	0.25	0.10
Plague Spitter	B	U	1.00	1.00	0.80
Plague Spores	D	C	0.25	0.25	0.10
Plains (four versions)	L	L	0.20	0.10	0.10
Planar Portal	A	R	6.00	4.00	3.00
Pledge of Loyalty	W	U	1.00	1.00	0.80
Pouncing Kavu	R	C	0.25	0.25	0.10
Power Armor	A	U	1.00	1.00	0.70
Prison Barricade	W	C	0.25	0.25	0.10
Probe	U	C	0.25	0.25	0.10
Prohibit	U	C	0.25	0.25	0.10
Protective Sphere	W	C	0.25	0.25	0.10
Psychic Battle	U	R	4.00	3.00	3.00
Pulse of Llanowar	G	U	1.00	1.00	0.80
Pure Reflection	W	R	5.00	3.50	3.00
Pyre Zombie	D	R	7.30	5.50	5.00
Quirion Elves	G	C	0.25	0.25	0.10
Quirion Sentinel	G	C	0.25	0.25	0.10
Quirion Trailblazer	G	C	0.25	0.25	0.10
Rage Weaver	R	U	1.00	0.90	0.70
Raging Kavu	D	R	5.30	5.00	4.00
Rainbow Crow	U	U	1.00	1.00	0.70
Rampant Elephant	W	C	0.25	0.25	0.10
Ravenous Rats	B	C	0.25	0.25	0.10
Razorfoot Griffin	W	C	0.25	0.25	0.10
Reckless Assault	D	R	5.00	3.30	2.90
Reckless Spite	B	U	1.00	1.00	0.70
Recall	D	C	0.25	0.25	0.10
Recover	B	C	0.25	0.25	0.10
Repulse	U	C	0.25	0.25	0.10
Restock	G	R	5.00	4.30	3.00
Restrain	W	C	0.25	0.25	0.10
Revolving Dose	C	C	0.25	0.25	0.10
Revolving Vapors	D	U	1.00	1.00	0.70
Rewards of Diversity	W	U	1.00	1.00	0.70
Reya Dawnbringer	W	R	6.30	5.00	5.00
Riptide Crab	D	U	1.00	1.00	0.70
Rith's Attendant	A	U	1.00	0.90	0.50
Rith, the Awakener	D	R	7.10	6.00	5.00
Rogue Kavu	R	C	0.25	0.25	0.10
Rooting Kavu	G	U	1.00	1.00	0.80
Rout	W	R	7.00	5.50	5.00
Ruby Leech	R	R	4.40	3.00	2.90
Ruham Djinn	W	U	1.00	1.00	0.80
Saberfoot Nishoba	D	R	5.00	4.40	4.00
Salt Marsh	L	L	0.10	0.10	0.10
Samite Archer	D	U	1.00	0.90	0.50
Samite Ministration	W	U	1.00	1.00	0.80
Sapphire Leech	U	R	5.00	4.00	3.00
Saproling Infestation	G	R	5.00	4.00	3.80
Saproling Symbiosis	R	R	5.00	4.00	3.80
Savage Offensive	R	C	0.25	0.25	0.10
Scarred Puma	R	C	0.25	0.25	0.10
Scavenged Weaponry	B	C	0.25	0.25	0.10
Scorching Lava	R	C	0.25	0.25	0.10
Scouting Trek	G	U	1.00	1.00	0.50
Searing Rays	R	U	1.00	1.00	0.80
Seashell Cameo	A	U	1.00	1.00	0.70

Seer's Vision	D	U	1.00	0.90	0.50
Serpentine Kavu	G	C	0.25	0.25	0.10
Shackles	W	C	0.25	0.25	0.10
Shimmering Wings	C	C	0.25	0.25	0.10
Shivan Emmissary	R	U	1.00	0.90	0.50
Shivan Harvest	R	U	1.00	1.00	0.80
Shivan Oasis	L	U	2.00	1.00	0.90
Shivan Zombie	C	C	0.25	0.25	0.10
Shoreline Raider	U	C	0.25	0.25	0.10
Simoon	D	U	1.00	1.00	0.70
Skittish Kavu	R	U	1.00	1.00	0.70
Skizzik	R	R	9.00	8.80	7.80
Sky Weaver	U	U	1.00	1.00	0.80
Sleeper's Robe	D	U	1.00	1.00	0.70
Slimy Kavu	R	C	0.25	0.25	0.10
Smoldering Tar	D	U	1.00	1.00	0.80
Smoldering Tar	D	U	1.00	1.00	0.70
Soul Burn	B	C	0.25	0.25	0.10
Sparring Golem	A	U	1.00	1.00	0.80
Spinal Embrace	D	R	5.00	4.00	3.40
Spirit of Resistance	W	R	5.00	3.80	3.00
Spirit Weaver	W	U	1.00	1.00	0.70
Spite/Malice	U/B	U	1.00	1.00	0.90
Spreading Plague	B	R	5.00	3.00	3.00
Stalking Assassin	D	R	5.00	4.00	3.00
Stand or Fall	R	R	5.00	3.50	3.00
Stang/Deliver	W/U	U	1.00	1.00	0.90
Sterling Grove	D	U	1.60	1.00	0.90
Stormscape Apprentice	U	C	0.25	0.25	0.10
Stormscape Master	U	R	5.10	4.00	4.00
Strength of Unity	W	C	0.25	0.25	0.10
Stun	R	C	0.25	0.25	0.10
Sulam Djinn	G	U	1.00	1.00	0.80
Sulfur Vent	L	C	0.25	0.25	0.10
Sunscap Apprentice	W	C	0.25	0.25	0.10
Sunscap Master	W	R	5.00	4.00	4.00
Swamp (four versions)	L	L	0.20	0.10	0.10
Sway of Illusion	U	U	1.00	0.90	0.70
Tainted Well	B	C	0.25	0.25	0.10
Tangle	G	U	1.00	1.00	0.70
Tectonic Instability	R	R	5.00	4.00	3.00
Tefen's Care	W	U	1.00	0.90	0.50
Tefen's Moat	D	R	6.00	5.50	5.00
Tefen's Response	U	R	5.00	4.90	3.80
Tek	A	R	5.00	5.00	4.00
Temporal Distortion	U	R	5.00	3.00	

Phyrexian Scuta	B	R	10.00	9.00	7.90
Phyrexian Tyranny	D	R	5.00	5.00	3.80
Planar Overlay	U	R	5.00	4.00	3.00
Planeswalker's Favor	G	R	5.00	4.00	3.00
Planeswalker's Fury	R	R	5.00	4.00	3.00
Planeswalker's Mirith	W	R	5.00	3.50	3.00
Planeswalker's Mischief	U	R	5.00	4.00	3.00
Planeswalker's Scorn	B	R	5.00	4.00	3.00
Pollen Remedy	W	C	0.25	0.20	0.10
Primal Growth	G	C	0.25	0.20	0.10
Pygmy Kavu	G	C	0.25	0.20	0.10
Questing Phelddagrif	D	R	5.00	4.50	4.00
Quirion Dryad	G	R	5.10	5.00	5.00
Quirion Explorer	G	C	0.25	0.20	0.10
Radiant Kavu	D	R	5.00	4.00	3.40
Razing Snidd	D	U	1.00	0.80	0.50
Rith's Charm	D	U	1.00	0.90	0.70
Rith's Grove	L	U	1.10	1.00	0.80
Root Grevil	G	C	0.25	0.20	0.10
Rushing River	U	C	0.25	0.20	0.10
Samite Elder	W	R	5.00	3.50	3.00
Samite Pilgrim	G	C	0.25	0.20	0.10
Sawtooth Loon	D	U	1.00	0.90	0.70
Sea Snidd	U	C	0.25	0.20	0.10
Shifting Sky	U	U	1.00	0.90	0.70
Shivan Wurm	D	R	8.00	7.00	6.00
Shriek of Dread	B	C	0.25	0.20	0.10
Silver Drake	D	C	0.25	0.20	0.10
Singe	R	C	0.25	0.20	0.10
Sinister Strength	B	C	0.25	0.20	0.10
Sisay's Ingenuity	U	C	0.25	0.20	0.10
Skyship Weatherlight	G	R	5.30	4.50	3.40
Skyshroud Blessing	A	U	1.00	0.80	0.50
Slay	B	U	1.00	0.80	0.50
Sleeping Potion	U	C	0.25	0.20	0.10
Slingshot Goblin	R	C	0.25	0.20	0.10
Sparkcaster	D	U	1.00	0.90	0.80
Star Compass	A	U	1.00	1.00	0.80
Steel Leaf Paladin	G	C	0.25	0.20	0.10
Stone Kavu	G	C	0.25	0.20	0.10
Stormscape Battlemage	U	U	1.00	0.90	0.70
Stormscape Familiar	U	C	0.25	0.20	0.10
Strafe	R	U	1.00	0.90	0.80
Stratodon	A	U	1.00	1.00	0.80
Sunken Hope	U	R	5.00	4.00	3.80
Sunscape Battlemage	W	U	1.00	0.80	0.70
Sunscape Familiar	W	C	0.25	0.20	0.10
Surprise Deployment	W	U	1.00	1.00	0.80
Tahngarth's Lairum Hero	R	R	6.60	6.00	4.60
Terminal Moraine	L	U	1.00	1.00	0.80
Terminate	D	C	0.40	0.25	0.10
Thornscape Battlemage	G	U	1.00	1.00	0.70
Thornscape Familiar	G	C	0.25	0.20	0.10
Thunderscape Battlemage	R	U	1.00	0.90	0.70
Thunderscape Familiar	R	C	0.25	0.10	0.10
Treva's Charm	D	U	1.00	0.80	0.70
Treva's Ruins	L	U	1.50	1.00	0.80
Urza's Gilt	D	R	5.00	4.00	4.00
Voice of All	W	U	1.60	1.00	1.00
Warped Imp	B	C	0.25	0.20	0.10
Warped Devotion	B	U	1.00	1.00	0.80
Waterspout Elemental	U	R	5.00	4.30	3.80
Total			311.35	260.90	212.60



143 Cards

Apoocalypse Set	202.25	199.50	189.75
Apoocalypse Foil Set	727.25	693.25	659.00
Pre-Constructed Deck Box	100.50	96.00	90.50
Booster Box	94.50	90.00	90.00
Pre-Constructed Deck	10.50	10.00	10.00
Booster Pack	3.40	3.30	3.30
Foil Rare	8.80	7.50	6.30
Foil Uncommon	3.80	3.00	1.50
Foil Common	1.80	1.00	0.60

CARD NAME	COL	RAR	UPPER	MEDIAN	LOWER
Aether Mutation	D	U	1.00	1.00	0.50
Ana Disciple	G	C	0.25	0.20	0.10
Ana Sanctuary	G	U	1.00	0.90	0.50
Anavolver	G	R	5.00	4.50	4.00
Angelfire Crusader	W	C	0.25	0.20	0.10
Battlefield Forge	L	R	7.00	6.20	5.80
Bloodfire Colossus	R	R	6.00	5.00	4.00
Bloodfire Dwarf	R	C	0.25	0.20	0.10
Bloodfire Infusion	R	C	0.25	0.20	0.10
Bloodfire Kavu	R	U	1.00	1.00	0.50
Bog Gnarr	G	C	0.25	0.20	0.10
Brass Herald	A	U	1.00	1.00	0.50
Captain's Maneuver	D	U	1.00	1.00	0.50
Caves of Koilos	L	R	7.00	6.20	5.40
Ceta Disciple	U	C	0.25	0.20	0.10
Ceta Sanctuary	U	U	1.00	0.90	0.50
Cetavolver	U	R	5.00	4.50	3.80
Chaos/Order	R/W	U	1.00	1.00	0.50
Coalition Flag	W	U	1.00	0.90	0.50

Coalition Honor Guard	W	C	0.25	0.20	0.10
Coastal Drake	U	C	0.25	0.20	0.10
Consume Strength	D	C	0.25	0.20	0.10
Cromat	D	R	6.10	5.00	4.00
Day/Night	W/B	U	1.20	1.00	0.70
Dead Ringers	B	C	0.25	0.20	0.10
Death Grasp	D	R	6.10	5.80	4.80
Death Mutation	D	U	1.00	0.90	0.50
Death/Life	B/G	U	1.20	1.00	0.90
Dega Disciple	W	C	0.25	0.20	0.10
Dega Sanctuary	W	U	1.00	1.00	0.70
Degavolver	W	R	5.10	4.50	3.80
Desolation Angel	B	R	8.00	7.20	6.50
Desolation Giant	R	R	7.10	5.90	4.00
Diversionary Tactics	W	U	1.00	1.00	0.70
Divine Light	W	C	0.25	0.20	0.10
Dodecapod	A	U	1.00	1.00	0.50
Dragon Arch	A	U	1.00	1.00	0.90
Dwarven Landslide	R	C	0.25	0.20	0.10
Dwarven Patrol	R	U	1.00	0.90	0.50
Ebony Treefolk	D	U	1.00	1.00	0.50
Emblazoned Golem	A	U	1.00	1.00	0.70
Enlistment Officer	W	U	1.00	1.00	0.50
Evasive Action	U	U	1.00	1.00	0.70
False Dawn	W	R	5.00	4.10	2.80
Fervent Charge	D	R	5.00	4.50	3.80
Fire/Ice	R/U	U	1.60	1.00	1.00
Flowstone Charger	D	U	1.00	0.90	0.50
Foul Presence	B	U	1.00	1.00	0.50
Fungal Shambler	D	R	5.10	5.00	4.00
Gaea's Balance	G	U	1.00	1.00	0.70
Gaea's Skyfolk	D	C	0.25	0.20	0.10
Gerrard Capashen	W	R	6.00	5.00	4.00
Gerrard's Verdict	D	U	1.20	1.00	0.90
Glade Gnarr	G	C	0.25	0.20	0.10
Goblin Legionnaire	D	C	0.25	0.20	0.10
Goblin Ringleader	R	U	1.00	1.00	0.70
Goblin Trenches	R	U	5.00	5.00	4.00
Grave Defiler	D	U	1.00	1.00	0.50
Guided Passage	D	R	5.10	4.50	4.00
Haunted Angel	W	U	1.00	0.90	0.50
Hellionaut	W	C	0.25	0.20	0.10
Ice Cave	U	R	5.00	4.00	3.00
Illuminate	R	U	1.00	1.00	0.50
Illusion/Reality	U/G	U	1.00	1.00	0.50
Index	U	C	0.25	0.20	0.10
Jaded Response	U	C	0.25	0.20	0.10
Jilt	U	C	0.25	0.20	0.10
Jungle Barrier	D	U	1.00	1.00	0.50
Kavu Glider	R	C	0.25	0.25	0.10
Kavu Howler	G	U	1.00	1.00	0.70
Kavu Mauler	G	R	5.00	4.50	3.80
Last Caress	B	C	0.25	0.20	0.10
Last Stand	D	R	5.10	4.00	3.00
Lay of the Land	G	C	0.25	0.20	0.10
Legacy Weapon	A	R	6.00	5.10	4.00
Lightning Angel	D	R	8.00	7.20	6.10
Living Airship	U	C	0.25	0.20	0.10
Llanowar Dead	D	C	0.25	0.20	0.10
Llanowar Wastes	L	R	7.10	6.00	5.00
Manacles of Decay	W	C	0.25	0.20	0.10
Martyrs' Tomb	D	U	1.00	0.90	0.50
Mask of Intolerance	A	R	5.00	4.00	3.80
Mind Extraction	B	C	0.25	0.20	0.10
Minotaur Illusionist	D	U	1.00	1.00	0.50
Minotaur Tactician	R	C	0.25	0.20	0.10
Moumfoul Zombie	B	C	0.25	0.20	0.10
Mystic Snake	D	R	8.00	6.50	5.80
Necra Disciple	B	C	0.25	0.20	0.10
Necra Sanctuary	B	U	1.00	1.00	0.70
Necravolver	B	R	5.00	4.00	4.00
Orim's Thunder	W	C	0.25	0.20	0.10
Overgrown Estate	D	R	5.40	4.50	3.90
Penumbra Bobcat	G	C	0.25	0.20	0.10
Penumbra Kavu	G	U	1.00	1.00	0.70
Penumbra Wurm	D	R	5.40	5.00	4.00
Pernicious Deed	G	R	9.30	8.00	8.00
Phyrexian Arena	B	R	8.00	6.50	4.00
Phyrexian Gargantua	B	U	1.00	1.00	0.70
Phyrexian Rager	B	C	0.25	0.20	0.10
Planar Despair	B	R	5.00	4.50	3.80
Powerstone Minefield	D	R	5.10	4.90	4.00
Prophetic Bolt	D	R	7.00	6.00	5.20
Putrid Warrior	D	C	0.25	0.20	0.10
Quagmire Druid	B	C	0.25	0.20	0.10
Quicksilver Dagger	D	C	0.25	0.20	0.10
Raka Disciple	R	C	0.25	0.20	0.10
Raka Sanctuary	R	U	1.00	0.90	0.50
Rakavolver	R	R	5.10	4.80	4.00
Razorfin Hunter	R	C	0.25	0.20	0.10
Reef Shaman	U	C	0.25	0.20	0.10
Savage Gorilla	G	C	0.25	0.20	0.10
Shield of Duty and Reason	W	C	0.25	0.20	0.10
Shimmering Mirage	U	C	0.25	0.20	0.10
Shivan Reef	L	R	7.40	6.50	5.80
Smash	R	C	0.25	0.20	0.10
Soul Link	D	C	0.25	0.20	0.10
Spectral Lynx	W	R	7.00	6.20	5.00
Spiritmonger	D	R	12.75	12.00	10.00
Squee's Embrace	D	C	0.25	0.20	0.10
Squee's Revenge	D	U	1.00	0.90	0.50
Standard Bearer	W	C	0.25	0.20	0.10
Strength of Night	G	C	0.25	0.20	0.10
Suffocating Blast	D	R	6.30	5.00	5.00
Suppress	B	U	1.00	1.00	0.50
Sylvan Messenger	G	U	1.00	1.00	0.50
Symbiotic Deployment	G	R	5.10	4.50	4.00
Tahngarth's Glare	R	C	0.25	0.20	0.10
Temporal Spring	C	C	0.25	0.20	0.10
Tidal Courier	U	U	1.00	1.00	0.50

Tranquil Path	G	C	0.25	0.20	0.10
Tundra Kavu	R	C	0.25	0.20	0.10
Unnatural Selection	R	U	5.00	4.00	3.80
Urberg EH	G	C	0.25	0.20	0.10
Urberg Uprising	B	C	0.25	0.20	0.10
Vindicate	D	R	12.25	10.75	10.00
Vodalian Mystic	U	U	1.00	0.90	0.50
Whirlpool Drake	U	U	1.00	0.90	0.50
Whirlpool Rider	U	C	0.25	0.20	0.10
Whirlpool Warrior	U	R	5.10	4.50	4.00
Wild Research	R	R	5.40	5.00	4.00
Yavimaya Coast	L	R	7.50	6.80	5.80
Yavimaya's Embrace	D	R	5.00	5.00	4.00
Zombie Boa	B	C	0.25	0.20	0.10
Total			335.85	296.50	237.60



Odyssey Set (no foils)	298.75	267.50	227.50
Odyssey Foil Set	1,368.75	1,337.50	1,306.25
Complete Set (incl. Foil)	1,631.25	1,612.50	1,593.75
Odyssey Booster Box	100.00	95.00	87.50
Odyssey Pre-Constructed Deck Box	91.50	90.00	87.50
Odyssey Booster Pack	3.30	3.30	3.30
Odyssey Pre-Constructed Deck	10.00	10.00	10.00
Foil Rare	12.00	9.00	6.00
Foil Uncommon	4.00	3.00	2.00
Foil Common	2.30	1.00	1.00

TOP FOIL CARDS	COL	RAR	UPPER	MEDIAN	LOWER
Braids, Cabal Minion	B	R	12.50	12.00	8.00
Call of the Herd	G	R	40.00	25.00	12.00
Haunting Echoes	B	R	19.50	13.50	8.50
Iridescent Angel	D	R	18.00	15.00	12.00
Kamahl, Pit Fighter	R	R	14.75	12.00	9.80
Mirari	A	R	15.00	12.00	12.00
Mystic Enforcer	D	R	20.00	12.00	10.00
Shadowmage Infiltrator					



Junk Golem	A	R	5.00	4.00	3.50
Kamahi, Pit Fighter	R	R	7.00	7.00	5.80
Kamahi's Desire	R	C	0.25	0.25	0.10
Karmic Justice	W	R	5.00	5.00	4.00
Kirtar's Wrath	C	0.25	0.25	0.10	
Kirtar's Desire	W	R	8.00	6.00	5.00
Krosan Archer	G	C	0.25	0.25	0.10
Krosan Avenger	G	C	0.25	0.25	0.10
Krosan Beast	G	R	6.80	5.00	5.00
Laquatus's Creativity	U	U	1.00	1.00	0.80
Last Rites	B	C	0.25	0.25	0.10
Lava Blister	R	U	1.00	1.00	0.80
Leaf Dancer	G	C	0.25	0.25	0.10
Lieutenant Kirtar	W	R	6.00	5.00	4.00
Life Burst	W	C	0.25	0.25	0.10
Limestone Golem	A	U	1.00	1.00	0.50
Liquid Fire	R	U	1.00	1.00	1.00
Lithatog	D	U	1.00	1.00	0.80
Luminous Guardian	W	U	1.00	1.00	0.50
Mad Dog	R	C	0.25	0.25	0.10
Magma Vein	R	U	1.00	1.00	0.50
Magnivore	R	R	5.00	4.00	4.00
Malevolent Awakening	B	U	1.00	1.00	0.50
Master Apothecary	W	R	5.00	4.00	3.50
Metamorphic Wurm	G	U	1.00	1.00	0.80
Millikin	A	U	1.00	1.00	0.50
Mind Burst	B	C	0.25	0.25	0.10
Mindslicer	B	R	5.00	5.00	5.00
Wine Layer	R	U	5.00	4.00	4.00
Minotaur Explorer	R	U	1.00	1.00	0.50
Mirari	A	R	10.00	9.00	8.00
Molten Influence	R	R	6.80	5.00	4.00
Moment's Peace	G	C	0.25	0.25	0.10
Morbid Hunger	R	C	0.25	0.25	0.10
Morgue Theft	B	C	0.25	0.25	0.10
Mortivore	B	R	5.80	5.00	4.00
Mossfire Egg	A	U	1.00	1.00	0.50
Mossfire Valley	L	R	5.00	5.00	5.00
Mountain (four versions)	L	L	0.15	0.10	0.10
Mudhole	R	U	5.00	4.00	3.00
Muscle Burst	G	C	0.25	0.25	0.10
Mystic Crusader	W	R	6.00	5.50	4.00
Mystic Enforcer	D	R	8.00	7.80	6.00
Mystic Penitent	W	U	1.00	1.00	0.50
Mystic Visionary	G	C	0.25	0.25	0.10
Mystic Zealot	W	C	0.25	0.25	0.10
Nantuko Disciple	G	C	0.25	0.25	0.10
Nantuko Elder	G	U	1.00	1.00	0.80
Nantuko Mentor	G	R	5.00	5.00	4.00
Nantuko Shrine	G	R	5.00	4.00	3.00
Need for Speed	R	R	5.00	4.00	3.00
Nefarious Lich	B	R	5.00	5.00	4.00
New Frontiers	G	R	5.00	5.00	4.00
Nimble Mongoose	G	U	1.00	1.00	0.80
Normad Decoy	W	U	1.00	1.00	0.50
Normad Stadium	L	U	1.00	1.00	0.50
Nut Collector	R	C	6.00	5.00	5.00
Obsinate Familiar	R	R	5.00	4.00	3.00
Otarian Juggernaut	A	R	5.00	4.00	4.00
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Patriarch's Desire	B	C	0.25	0.25	0.10
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Phantom Whelp	U	C	0.25	0.25	0.10
Planna, Normad Captain	W	R	6.00	5.00	4.50
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Pilgrim of Virtue	W	C	0.25	0.25	0.10
Piper's Melody	G	U	1.00	1.00	0.80
Plains (four versions)	L	L	0.15	0.10	0.10
Predict	U	U	1.00	1.00	0.80
Price of Glory	R	U	1.50	1.00	1.00

Primal Frenzy	G	C	0.25	0.25	0.10
Psionic Gift	U	C	0.25	0.25	0.10
Psychatog	U	U	1.00	1.00	0.80
Pulsating Illusion	U	U	1.00	1.00	0.50
Puppeteer	U	U	1.00	1.00	0.50
Rabid Elephant	G	C	0.25	0.25	0.10
Ravaged Highlands	L	C	0.25	0.25	0.10
Ray of Distortion	W	C	0.25	0.25	0.10
Reckless Charge	R	C	0.25	0.25	0.10
Recoup	R	U	1.00	1.00	0.80
Refresh	G	C	0.25	0.25	0.10
Repel	U	C	0.25	0.25	0.10
Repentant Vampire	R	R	7.00	5.00	4.00
Resilient Wanderer	W	U	1.00	1.00	0.80
Rites of Initiation	R	C	0.25	0.25	0.10
Rites of Refusal	U	C	0.25	0.25	0.10
Rites of Spring	G	C	0.25	0.25	0.10
Roar of the Wurm	G	U	1.00	1.00	1.00
Rotting Giant	B	U	1.00	1.00	0.80
Sacred Rites	W	C	0.25	0.25	0.10
Sadistic Hypnotist	B	U	1.00	1.00	0.50
Sandstone Deadfall	A	U	1.00	1.00	0.50
Sarcatog	D	U	1.00	1.00	0.80
Savage Firecat	R	R	6.00	5.00	4.50
Scorching Missile	R	C	0.25	0.25	0.10
Screams of the Damned	U	U	1.00	1.00	0.80
Scriverer	U	C	0.25	0.25	0.10
Seafloor Debris	L	C	0.25	0.25	0.10
Second Thoughts	W	C	0.25	0.25	0.10
Seize the Day	R	R	5.00	5.00	4.00
Seton, Krosan Protector	G	R	5.00	5.00	4.00
Seton's Desire	G	C	0.25	0.25	0.10
Shadowblood Egg	A	U	1.00	1.00	0.50
Shadowblood Ridge	L	R	6.00	5.00	5.00
Shadowmage Infiltrator	D	R	17.50	15.00	12.00
Shelter	W	C	0.25	0.25	0.10
Shifty Doppelganger	R	U	5.00	4.00	4.00
Shower of Coals	R	U	1.00	1.00	0.80
Simplify	G	C	0.25	0.15	0.10
Skeletal Scrying	B	U	1.00	1.00	0.50
Skull Fracture	A	U	1.00	1.00	0.80
Skycloud Egg	B	U	1.00	1.00	0.50
Skycloud Expanse	L	R	5.00	5.00	5.00
Skyshooter	G	U	1.00	1.00	0.50
Soulcatcher	W	U	1.00	1.00	0.50
Spark Mage	R	U	1.00	1.00	0.50
Spellbane Centaur	G	R	6.00	6.00	5.50
Sphere of Duty	W	U	1.00	1.00	0.50
Sphere of Grace	W	U	1.00	1.00	0.50
Sphere of Law	W	U	1.00	1.00	0.50
Sphere of Reason	W	U	1.00	1.00	0.50
Sphere of Truth	W	U	1.00	1.00	0.50
Spiritualize	W	U	1.00	1.00	0.80
Springing Tiger	G	C	0.25	0.25	0.10
Squirrel Mob	R	R	6.00	5.00	5.00
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Stone-Tongue Basilisk	R	R	6.00	5.00	4.00
Sungrass Egg	A	U	1.00	1.00	0.50
Sungrass Prairie	L	R	5.00	5.00	4.80
Swamp (four versions)	L	L	0.15	0.10	0.10
Sylvan Might	G	U	1.00	1.00	0.50
Syncope	U	C	0.25	0.25	0.10
Tainted Pact	B	R	5.00	5.00	4.00
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Thermal Blast	R	C	0.25	0.25	0.10
Think Tank	U	U	1.00	1.00	0.50
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Upheaval	D	R	6.00	5.50	5.00
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Zombie Assassin	B	C	0.25	0.25	0.10
Zombie Cannibal	B	C	0.25	0.25	0.10
Zombie Infestation	B	U	1.00	1.00	0.80
Zombity	B	U	1.00	1.00	1.00
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Torment Pre-Constructed Deck		10.25	10.00	10.00
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Foil Uncommon		3.00	3.00	2.60
Foil Common		1.00	1.00	1.00

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Chainer, Dementia Master	B	R	14.25	10.00	6.00	
Grim Lavamancer	R	R	13.50	11.00	7.00	
Gurzigost	G	R	12.00	10.00	6.00	
Ichorid	B	R	10.75	9.50	6.00	
Laquatus's Champion	B	R	14.50	11.00	6.00	
Mutate	B	R	22.50	12.50	6.50	
Nantuko Shade	B	R	25.00	12.50	9.50	
Sengir Vampire	B	R	15.00	11.00	6.00	

CARD NAME		COL	RAR	UPPER	MEDIAN	LOWER
Accelerate	R	C	0.25	0.25	0.10	
Acorn Harvest	G	C	0.25	0.25	0.10	
Alter Reality	U	U	5.00	4.00	4.00	
Ambassador Laquatus	R	R	8.00	6.00	4.00	
Angel of Retribution	W	R	6.00	5.00	4.00	
Amurid Scavenger	G	U	1.00	1.00	0.60	
Aquamoeba	U	C	0.25	0.25	0.10	
Arrogant Wurm	G	U	1.30	1.00	1.00	
Avon Trooper	W	C	0.25	0.25	0.10	
Balshan Collaborator	U	U	1.00	1.00	0.60	
Balshan the Stout	R	R	5.00	4.00	3.80	
Barbarian Outcast	R	C	0.25	0.25	0.10	
Basking Rootwalla	G	C	0.25	0.25	0.20	
Boneshard Slasher	B	U	1.00	1.00	0.50	
Breakthrough	U	U	1.00	1.00	0.60	
Cabal Coffers	L	U	1.00	1.00	0.90	
Cabal Ritual	B	C	0.25	0.25	0.15	
Cabal Surgeon	B	C	0.25	0.25	0.10	
Cabal Torturer	B	C	0.25	0.25	0.10	
Carrier Rats	B	C	0.25	0.25	0.10	
Carion Wurm	B	U	1.00	1.00	0.60	
Centaur Chieftain	G	U	1.00	1.00	0.90	
Centaur Veteran	G	C	0.25	0.25	0.10	
Cephalid Aristocrat	U	C	0.25	0.25	0.10	
Cephalid Illusionist	U	U	1.00	1.00	0.50	
Cephalid Sage	U	U	1.00	1.00	0.50	
Cephalid Snitch	U	C				

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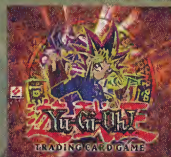
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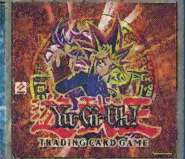
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Balduvian Horde	16.25	15.00	15.00
Balduvian Horde	15.00	15.00	15.00
Baron Sengir	22.50	20.00	13.00
Bear	2.80	2.00	2.00
Beast of Burden	15.00	13.50	10.50
Beast of Burden	11.00	8.00	8.00
Bird	2.80	2.00	2.00
Black Knight	15.00	15.00	15.00
Blacklot Lotus	11.25	7.50	4.80
Blinking Spirit	16.25	14.50	9.80
Cadaverous Bloom	11.25	7.50	5.00
Carnophage	17.00	10.00	6.50
Chill	14.50	9.50	8.00
City of Brass	20.00	20.00	20.00
Counterspell	16.50	15.75	15.00
Counterspell	24.00	21.00	18.75
Counterspell	27.75	26.00	24.50
Creeping Mold	15.00	13.00	10.25

Crusade	15.00	14.50	13.00
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Erhnam Djinn	8.00	8.00	8.00
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Impulse	18.75	16.50	12.75
Incinerate	10.00	8.00	7.00
Incinerate	11.00	9.80	8.50
Incoming!	5.00	5.00	5.00
Infemal Spawn of Evil	6.00	6.00	6.00
Island	3.50	3.00	3.00
Island	4.00	4.00	4.00
Ivory Tower	10.00	10.00	10.00
Jokulhaups	10.00	10.00	10.00
Kam, Silver Golem	15.00	15.00	15.00
Kavu Furens	10.00	10.00	10.00
Lhurgoyf	8.00	8.00	8.00
Lhurgoyf	8.00	7.00	7.00
Library of Alexandria	92.50	65.00	37.50
Lightning Bolt	30.00	26.00	16.75
Lightning Dragon	19.50	19.00	18.50
Lightning Hounds	5.00	5.00	4.00
Llanowar Elves	20.75	19.00	12.75
Longbow Archer	14.75	12.50	8.80
Lord of Atlantis	17.25	13.50	10.50
Lu Bu, Master at Arms	13.50	12.00	8.50
Mana Crypt	9.80	9.00	8.30
Mind Warp	5.80	5.00	5.00
Mirror Mirror	7.50	7.00	6.00
Mirror Universe	83.75	82.50	81.25
Monsterous Hound	9.00	6.00	6.00
Mountain	3.00	3.00	3.00
Mountain	4.00	4.00	3.50
Nalathni Dragon	5.50	5.00	4.00
Natural Balance	13.50	12.00	8.50
Necropotence	20.00	20.00	20.00
Necropotence	20.00	10.00	9.00
Nether Shadow	12.00	12.00	12.00
Oath of Druids	31.00	27.00	25.75
Opfidian	10.00	10.00	8.00
Order of the White Shield	8.00	8.00	8.00
Overtaker	11.00	9.30	8.00
Personal Incarnation	6.00	6.00	6.00
Pillage	15.75	13.50	10.50
Plains	3.00	3.00	3.00
Plains	4.00	4.00	3.80
Pouncing Jaguar	14.75	12.50	7.30
Prodigal Sorcerer	15.00	15.00	12.00
Prosperity	9.50	9.00	7.50
Pyroblast	8.00	8.00	8.00
Questing Phelddagrif	21.25	15.00	9.50
Quirion Ranger	11.00	10.00	6.00
Raging Kavu	9.00	8.00	8.00
Rathi Assassin	10.00	8.00	5.00
Recall	9.50	9.00	8.50
Revenant	8.00	7.00	7.00
Rewind	16.00	12.00	5.00
Rewind	4.00	4.00	4.00
Rhox	18.00	18.00	13.00
Rhox	10.00	10.00	6.00
River Boa	10.50	6.50	5.00
River Boa	18.75	15.50	9.30
Saproling	2.80	2.00	2.00
Scent of Cinder	11.00	10.00	6.50
Sengir Vampire	18.00	11.00	10.00
Serra Angel	122.00	120.00	100.00
Serra Avatar	63.50	60.00	45.00
Serra Avatar	63.00	63.00	61.50
Sewers of Estark	8.00	8.00	5.00
Shatterstorm	9.30	8.50	6.80
Shock	18.00	14.50	8.80
Sibilant Spirit	9.50	9.00	8.00
Skittering Skirge	14.00	10.50	7.00
Skittering Skirge	6.00	6.00	6.00
Sol'kanar the Swamp King	15.00	15.00	15.00
Soltari Priest	13.00	11.50	8.00
Spirit	3.00	2.00	1.50
Squandered Resources	11.00	10.00	7.50
Squirrel	3.50	2.00	2.00

Squirrel Farm	18.00	16.00	10.50
Staunch Defenders	12.75	12.00	9.00
Stone Rain	20.00	16.50	10.00
Stone-Tongue Basilisk	13.50	11.50	9.50
Stroke of Genius	32.75	28.50	23.75
Stroke of Genius	35.00	35.00	35.00
Stupor	12.00	11.00	8.00
Swamp	4.00	3.50	3.00
Swords to Plowshares	20.00	17.50	15.00
Swords to Plowshares	14.25	13.50	11.75
Terror	14.25	12.00	11.25
Thorn Elemental	8.40	8.10	7.50
Thran Quarry	35.50	26.00	16.00
Thran Quarry	20.00	20.00	20.00
Uktabi Orangutan	10.50	10.00	9.00
Uktabi Orangutan	15.00	12.00	10.00
Vampiric Tutor	17.00	16.00	14.00
Vampiric Tutor	45.00	35.00	21.75
Vampiric Tutor	41.50	38.00	29.00
Vesuvan Doppelganger	18.00	18.00	18.00
Volcanic Geyser	13.50	10.50	7.30
Warmonger	5.00	4.00	3.00
Wasteland	18.75	16.50	15.00
Weatherlight	20.00	20.00	19.00
Wheel of Fortune	15.00	14.75	14.75
Windseeker Centaur	5.50	4.00	4.00
Zuran Orb	15.00	15.00	15.00

STARTER

173 Cards

Starter Set	130.00	130.00	97.50
Starter Starter Deck Box	7.00	7.00	7.00
Starter Theme Deck Box	80.00	80.00	80.00
Starter Booster Box	66.50	63.00	54.00
Starter 2-Player Gift Box	14.50	14.25	13.75
Starter Starter Deck	8.40	8.20	8.10
Starter Theme Deck	8.40	8.20	8.10
Starter Booster Pack	3.00	3.00	3.00

CARD NAME	COL	RAR	UPPER	MEDIAN	LOWER
Abyssal Horror	B	R	2.50	2.50	2.40
Air Elemental	U	U	0.50	0.50	0.50
Alluring Spell	G	R	3.00	3.00	2.60
Ancient Craving	B	R	2.10	2.00	2.00
Angel of Light	W	U	0.70	0.60	0.60
Angel of Mercy	W	U	2.50	1.30	0.90
Angelic Blessing	W	C	0.20	0.15	0.10
Archangel	W	R	5.80	4.50	3.80
Ardent Militia	W	U	0.50	0.50	0.40
Armageddon	W	R	10.00	10.00	8.30
Barbtooth Wurm	G	C	0.20	0.20	0.15
Bargain	W	R	0.80	0.60	0.60
Blinding Light	W	R	6.00	6.00	3.90
Bog Imp	B	C	0.20	0.10	0.10
Bog Raiders	B	C	0.20	0.10	0.10
Bog Wrath	B	R	0.50	0.50	0.45
Border Guard	W	C	0.20	0.10	0.10
Breath of Life	W	U	0.30	0.30	0.30
Bull Hippo	G	U	0.50	0.50	0.45
Champion Lancer	W	R	3.00	3.00	2.60
Charging Paladin	W	U	0.50	0.50	0.45
Chorus of Woe	B	C	0.20	0.15	0.15
Cinder Storm	R	U	0.50	0.50	0.50
Coercion	W	R	0.80	0.80	0.50
Coral Eel	U	C	0.20	0.10	0.10
Counterspell	U	U	0.50	0.40	0.35
Dakmor Ghoul	B	R	0.70	0.60	0.60
Dakmor Lancer	B	R	4.00	4.00	3.00
Dakmor Plague	B	R	0.50	0.50	0.50
Dakmor Scorpion	B	C	0.20	0.15	0.10
Dakmor Sorceress	B	R	4.00	4.00	3.80
Dark Offering	B	R	0.50	0.50	0.50
Denizen of the Deep	R	U	5.00	5.00	5.00
Devastation	R	R	6.00	6.00	4.80
Devoted Hero	W	C	0.20	0.10	0.10
Devout Monk	G	C	0.20	0.10	0.10
Dead Reaper	B	R	4.00	4.00	3.40
Durkwood Boars	G	C	0.20	0.10	0.10
Eager Cadet	W	CF	0.10	0.10	0.10
Earth Elemental	R	U	0.50	0.50	0.45
Exhaustion	U	U	0.50	0.50	0.50
Extinguish	C	C	0.25	0.20	0.15
Eye Spy	U	U	0.50	0.50	0.45
False Peace	W	U	0.50	0.50	0.45
Feral Shadow	B	C	0.20	0.10	0.10
Fire Elemental	R	U	0.50	0.50	0.45

Chicken a la King	U	R	3.00	2.50	2.00
Chicken Egg	R	C	0.25	0.25	0.15
Ciam Session	U	C	0.25	0.25	0.15
Clam-Bassadors	U	C	0.25	0.25	0.15
Clam-I-Am	U	C	0.25	0.25	0.15
Clay Pigeon	A	U	0.50	0.50	0.50
Common Courtesy	U	U	0.50	0.50	0.50
Deadhead	B	C	0.25	0.25	0.15
Denied!	U	C	0.25	0.25	0.15
Double Cross	B	C	0.25	0.25	0.15
Double Deal	R	C	0.25	0.25	0.15
Double Dip	W	C	0.25	0.25	0.15
Double Play	G	C	0.25	0.25	0.15
Double Take	U	C	0.25	0.25	0.15
Elvish Impersonators	G	C	0.25	0.25	0.15
Flock of Rabid Sheep	G	U	0.50	0.50	0.50
Forest	G	C	0.80	0.25	0.15
Fowl Play	U	C	0.25	0.25	0.15
Free-for-All	U	R	3.00	2.50	2.00
Free-Range Chicken	G	C	0.25	0.25	0.15
Gerrymandering	G	U	0.50	0.50	0.50
Get a Life	W	U	0.50	0.50	0.50
Ghazban Ogress	G	C	0.25	0.25	0.15
Giant Fan	A	R	3.60	2.50	2.00
Goblin	R	U	0.90	0.50	0.50
Goblin Bookie	R	C	0.25	0.25	0.15
Goblin Bowling Team	R	C	0.25	0.25	0.15
Goblin Tutor	R	U	0.50	0.50	0.50
Growth Spurt	G	C	0.25	0.25	0.15
Gus	G	C	0.25	0.25	0.15
Handcuffs	B	U	0.50	0.50	0.50
Hungry Hungry Heifer	G	U	0.50	0.50	0.50
Hurlion Wrangler	R	C	0.25	0.25	0.15
I'm Rubber, You're Glue	W	R	3.00	2.50	2.00
Incoming!	G	R	3.00	3.00	3.00
Infernal Spawn of Evil	B	R	5.00	4.00	3.00
Island	U	C	0.80	0.25	0.15
Jack-in-the-Mox	A	R	4.00	3.50	3.00
Jalum Grifter	R	R	3.00	2.50	2.00
Jester's Sombrero	A	R	3.00	3.00	2.50
Jumbo Imp	B	U	0.50	0.50	0.50
Knight of the Hokey Pokey	R	C	0.25	0.25	0.15
Krazy Kow	R	C	0.25	0.25	0.15
Landfill	R	R	3.00	2.50	2.00
Lexivore	U	U	0.50	0.50	0.50
Look at Me, I'm the DCI	W	R	3.00	3.00	2.30
Mesa Chicken	W	C	0.25	0.25	0.15
Mine, mine, mine!	G	R	3.00	2.50	2.00
Mirror Mirror	A	R	4.80	3.50	3.00
Miss Memeanor	W	U	0.50	0.50	0.50
Mountain	R	C	0.80	0.25	0.15
Once More with Feeling	W	R	3.00	2.50	2.00
Organ Harvest	B	C	0.25	0.25	0.15
Ow	B	R	3.00	2.50	2.00
Paper Tiger	A	C	0.25	0.25	0.15
Pegasus	W	U	0.50	0.50	0.50
Plains	W	C	0.80	0.25	0.15
Poultrygeist	B	C	0.25	0.25	0.15
Prismatic Wardrobe	W	U	0.25	0.25	0.15
Psychic Network	U	C	2.90	2.30	2.00
Ricochet	R	U	0.50	0.50	0.50
Rook Lobster	A	C	0.25	0.25	0.15
Scissors Lizard	A	C	0.25	0.25	0.15
Sex Appeal	W	C	0.25	0.25	0.15
Sheep	G	U	0.90	0.50	0.50
Soldier	W	U	0.90	0.50	0.50
Sorry	U	U	0.50	0.50	0.50
Spark Fiend	R	R	2.90	2.30	2.00
Spatula of the Ages	A	U	0.50	0.50	0.50
Squirrel	G	U	2.10	0.70	0.50
Squirrel Farm	G	R	4.00	3.50	3.00
Strategy, Schmatagy	R	R	3.00	2.50	2.00
Swamp	B	C	0.80	0.25	0.15
Team Spirit	G	C	0.25	0.25	0.15
Temp of the Damned	B	C	0.25	0.25	0.15
The Cheese Stands Alone	W	R	3.00	3.00	3.00
The Ultimate Nightmare of					
WotC Customer Service	U	U	0.50	0.50	0.50
Timmy, Power Gamer	G	R	3.00	3.00	2.30
Urza's Contact Lenses	A	U	0.50	0.50	0.50
Urza's Science Fair Project	A	U	0.50	0.50	0.50
Volrath's Motion Sensor	B	U	0.50	0.50	0.50
Zombie	B	U	0.90	0.50	0.50
Total			128.10	106.30	88.50

Portal 200 Cards

Portal Set	205.00	180.00	170.00
Portal Starter Box	75.00	75.00	75.00
Portal Booster Box	85.00	85.00	85.00
Portal Starter Deck	7.00	7.00	7.00
Portal Booster Pack	3.00	3.00	3.00

CARD NAME	COL	RAR	UPPER	MEDIAN	LOWER
Alabaster Dragon	W	R	6.00	6.00	5.80
Alluring Scent	G	R	3.10	3.00	2.60
Anaconda (ver. 1)	G	U	0.60	0.50	0.40
Anaconda (ver. 2)	G	U	0.60	0.50	0.40
Ancestral Memories	U	C	4.60	4.30	3.30
Angelic Blessing	W	C	0.20	0.15	0.15
Archangel	W	R	8.50	8.30	8.10
Ardent Militia	W	U	0.60	0.50	0.40
Armageddon	W	R	11.25	10.50	9.80
Armored Pegasus	G	C	0.20	0.10	0.10
Arrogant Vampire	B	U	0.80	0.80	0.70
Assassin's Blade	B	U	0.80	0.80	0.60
Balance of Power	U	R	4.30	4.00	3.50

Baleful Stare	U	U	0.70	0.50	0.50
Bea Sting	G	U	0.70	0.50	0.50
Blaze (ver. 1)	R	R	0.90	0.80	0.60
Blaze (ver. 2)	R	U	0.90	0.80	0.60
Blessed Reversal	W	R	4.00	4.00	3.80
Blinding Light	W	R	3.50	3.00	2.20
Bog Imp	B	C	0.20	0.10	0.10
Bog Raiders	B	C	0.20	0.10	0.10
Bog Wrath	B	U	0.60	0.50	0.45
Boiling Seas	R	U	0.70	0.60	0.60
Border Guard	W	C	0.20	0.10	0.10
Breath of Life	W	C	0.20	0.15	0.10
Bull Hippo	G	R	0.60	0.50	0.50
Burning Cloak	R	C	0.20	0.10	0.10
Capricious Sorcerer	U	R	2.60	2.00	2.00
Charging Bandits	B	U	0.60	0.50	0.50
Charging Paladin	W	U	0.60	0.50	0.50
Charging Rhino	R	C	3.30	2.50	2.00
Cloak of Feathers	U	C	0.20	0.10	0.10
Cloud Dragon	U	C	5.30	4.50	4.30
Cloud Pirates	U	C	0.20	0.10	0.10
Cloud Spirit	U	U	0.70	0.50	0.45
Command of Unsummoning	U	U	0.70	0.50	0.40
Coral Eel	U	C	0.20	0.10	0.10
Craven Giant	R	C	0.20	0.10	0.10
Craven Knight	B	C	0.20	0.10	0.10
Cruel Bargain	B	R	3.80	3.50	3.30
Cruel Fate	U	R	4.00	4.00	3.40
Cruel Tutor	B	R	4.00	4.00	3.50
Deep Wood	U	U	0.60	0.50	0.50
Deep-Sea Serpent	U	U	0.70	0.50	0.50
Defiant Stance	W	U	0.70	0.50	0.40
Desert Drake	R	U	0.60	0.50	0.30
Devastation	R	C	5.60	5.30	2.90
Devoted Hero	W	C	2.10	0.25	0.20
Djinn of the Lamp	B	R	4.80	4.50	2.30
Dread Charge	B	R	4.00	4.00	4.00
Dread Reaper	B	R	4.00	4.00	3.50
Dry Spell	B	R	2.90	2.80	1.60
Dj Vu	U	C	0.30	0.25	0.20
Earthquake	R	R	7.10	7.00	6.00
Ebon Dragon	B	R	6.40	6.30	6.10
Elite Cat Warrior (ver. 1)	G	C	0.20	0.10	0.10
Elite Cat Warrior (ver. 2)	G	C	0.20	0.10	0.10
Elven Cache	G	C	0.35	0.25	0.20
Elvish Cocker	G	C	0.25	0.20	0.15
Endless Cockroaches	B	R	3.10	3.00	2.50
Exhaustion	U	R	3.10	3.00	2.40
False Peace	W	C	0.20	0.15	0.15
Feral Shadow	B	C	0.20	0.10	0.10
Final Strike	B	R	4.60	4.30	3.60
Fire Dragon	R	R	7.80	7.50	6.90
Fire Imp	R	U	0.60	0.50	0.45
Fire Snake	R	C	0.20	0.10	0.10
Fire Tempest	R	R	4.00	4.00	3.20
Flashfires	R	U	0.70	0.50	0.50
Fleet-Footed Monk	W	U	0.20	0.10	0.10
Flux	U	U	0.70	0.50	0.40
Foot Soldiers	G	C	0.20	0.10	0.10
Forest (4 Versions)	L	L	0.20	0.10	0.10
Forked Lightning	R	C	4.60	4.30	3.50
Fruition	G	C	0.25	0.20	0.15
Giant Octopus	G	C	0.20	0.10	0.10
Giant Spider	G	C	0.20	0.10	0.10
Gifts of Estates	W	R	3.10	3.00	2.60
Goblin Bully	R	C	0.20	0.10	0.10
Gonilla Warrior	G	C	0.20	0.10	0.10
Gravedigger	B	U	0.60	0.50	0.35
Grizzly Bears	G	C	0.20	0.10	0.10
Hand of Death (ver. 1)	B	C	0.20	0.10	0.10
Hand of Death (ver. 2)	B	C	0.20	0.10	0.10
Harsh Justice	W	R	4.00	4.00	3.30
Highland Giant	R	C	0.20	0.15	0.15
Hill Giant	R	C	0.20	0.10	0.10
Horned Turtle	U	C	0.20	0.10	0.10
Howling Fury	B	C	0.20	0.10	0.10
Hulking Cyclops	R	U	0.70	0.50	0.50
Hulking Goblin	R	C	0.20	0.10	0.10
Hurricane	G	R	2.90	1.50	1.50
Ingenious Thief	U	U	0.70	0.50	0.40
Island (4 Versions)	L	L	0.20	0.10	0.10
Jungle Lion	G	C	0.20	0.15	0.15
Keen-Eyed Archers	W	C	0.20	0.15	0.15
King's Assassin	W	R	5.80	5.50	5.50
Knight Errant	B	C	0.20	0.10	0.10
Last Chance	R	C	4.60	4.30	3.60
Lava Axe	R	C	0.25	0.25	0.20
Lava Flow	R	U	0.70	0.50	0.50
Lizard Warrior	R	C	0.20	0.10	0.10
Man-o-War	U	R	0.80	0.60	0.50
Mercenary Knight	B	R	3.10	3.00	2.80
Merfolk of the Pearl Trident	C	C	0.20	0.10	0.10
Mind Knives	B	C	0.20	0.10	0.10
Mind Rot	B	C	0.20	0.10	0.10
Minotaur Warrior	R	C	0.20	0.10	0.10
Mobilize	G	C	0.25	0.20	0.15
Monstrous Growth (ver. 1)	G	C	0.25	0.25	0.20
Monstrous Growth (ver. 2)	G	C	0.25	0.25	0.20
Moon Sprite	G	U	0.70	0.50	0.50
Mountain (4 Versions)	L	L	0.20	0.10	0.10
Mountain Goat	R	U	0.70	0.50	0.40
Muck Rats	B	C	0.20	0.10	0.10
Mystic Denial	U	U	0.60	0.50	0.50
Natural Order	G	R	5.50	5.00	4.50
Natural Spring	G	U	0.70	0.50	0.35
Nature's Cloak	G	R	4.00	4.00	3.40
Nature's Lore	G	C	0.25	0.20	0.15
Nature's Ruin	B	U	0.70	0.50	0.50
Needle Storm	G	U	0.80	0.70	0.60
Noxious Toad	G	U	0.70	0.50	0.50

Omen	U	C	0.20	0.10	0.10
Owl Familiar	C	C	0.20	0.10	0.10
Panther Warriors	G	C	0.20	0.10	0.10
Path of Peace	W	C	0.20	0.10	0.10
Personal Tutor	U	U	0.80	0.70	0.60
Phantom Warrior	R	R	3.30	2.50	2.20
Pillaging Horde	R	R	8.50	8.00	6.90
Plains (4 Versions)	L	L	0.20	0.10	0.10
Plant Elemental	G	U	0.60	0.50	0.50
Primeval Force	R	R	4.60	4.30	4.00
Prosperity	R	U	4.00	4.00	2.90
Pyroclasm	R	R	2.90	2.50	2.40
Python	B	C	0.20	0.10	0.10
Raging Cougar	R	C	0.25	0.20	0.15
Raging Goblin (ver. 1)	R	C	0.25	0.25	0.20
Raging Goblin (ver. 2)	R	C	0.25	0.25	0.20
Raging Minotaur	R	C	0.20	0.15	0.15
Rain of Salt	U	U	0.80	0.70	0.60
Rain of Tears	B	U	1.30	1.10	0.80
Raise Dead	B	C	0.20	0.10	0.10
Redwood Treefolk	G	C	0.20	0.10	0.10
Regal Unicorn	W	C	0.20	0.10	0.10
Renewing Dawn	W	U	0.80	0.60	0.60
Rowan Treefolk	G	C	0.20	0.10	0.10
Sacred Knight	W	C	0.25	0.20	0.15
Sacred Nectar	W				

Magic: The Gathering



Zodiac Dog 2

Creature — Dog

Mountainwalk (If defending player has a mountain in play, Zodiac Dog can't be blocked.)

"... Jiang Wei alone still strove with night and moon. Nine times more he fought the north—in vain..."

Illus. Qi Baocheng

2/120

Piracy	U	R	4.00	3.60	3.20
Plains (3 Versions)	L	L	0.30	0.20	0.10
Plated Wurm	G	C	0.30	0.25	0.20
Predatory Nightstalker	B	U	0.70	0.50	0.50
Prowling Nightstalker	B	C	0.30	0.20	0.10
Raging Goblin	R	C	0.35	0.25	0.20
Raiding Nightstalker	B	C	0.30	0.20	0.10
Rain of Daggers	B	R	4.00	3.50	2.80
Raise Dead	B	C	0.30	0.20	0.10
Rally the Troops	W	U	0.70	0.50	0.50
Ravenous Rats	B	C	0.30	0.20	0.10
Razorclaw Bear	G	R	4.30	3.50	2.80
Relentless Assault	R	R	6.10	5.50	4.80
Remove	U	U	0.60	0.50	0.50
Renewing Touch	G	U	0.70	0.60	0.50
Return of the Nightstalkers	B	R	5.00	4.40	4.00
Righteous Charge	W	C	0.30	0.25	0.20
Righteous Fury	W	R	4.20	3.60	3.20
River Bear	G	U	0.70	0.50	0.50
Salvage	G	C	0.30	0.20	0.10
Screaming Drake	U	C	0.30	0.20	0.10
Sea Drake	U	U	0.60	0.50	0.50
Sleight of Hand	U	C	0.30	0.25	0.20
Spitting Earth	R	C	0.30	0.20	0.10
Steam Catapult	W	R	5.10	3.80	2.60
Steam Frigate	U	C	0.30	0.20	0.10
Stone Rain	R	C	0.30	0.20	0.10
Swamp (3 Versions)	L	L	0.30	0.20	0.10
Swarm of Rats	B	C	0.30	0.25	0.20
Sylvan Basilisk	G	R	3.80	3.40	2.80
Sylvan Yeti	G	R	4.80	3.40	2.60
Talas	U	R	4.10	3.50	2.80
Talas Air Ship	U	C	0.30	0.20	0.10
Talas Explorer	U	C	0.30	0.20	0.10
Talas Merchant	U	C	0.30	0.20	0.10
Talas Scout	U	C	0.30	0.20	0.10
Talas Warrior	U	R	2.70	2.20	1.80
Temple Acolyte	W	C	0.30	0.20	0.15
Temple Elder	W	U	0.60	0.50	0.50
Temporal Manipulation	U	R	6.50	4.50	3.00
Thrift of Dreams	U	U	0.60	0.50	0.50

Tidal Surge	U	C	0.30	0.20	0.10
Time Ebb	U	C	0.30	0.20	0.10
Touch of Brilliance	U	C	0.30	0.20	0.10
Town Sentry	W	C	0.30	0.20	0.10
Tree Monkey	G	C	0.30	0.20	0.10
Tremor	R	C	0.30	0.20	0.10
Trokin High Guard	W	C	0.30	0.20	0.10
Undo	U	U	0.60	0.50	0.40
Untamed Wilds	G	U	0.90	0.50	0.50
Vampiric Spirit	B	R	5.30	4.50	3.70
Vengeance	W	U	0.60	0.50	0.50
Volcanic Hammer	R	C	0.35	0.25	0.20
Volunteer Militia	C	C	0.30	0.20	0.10
Warrior's Stand	W	U	0.90	0.70	0.50
Wild Griffin	C	C	0.30	0.20	0.10
Wild Ox	W	U	0.60	0.50	0.50
Wildfire	R	R	4.40	4.20	3.80
Wind Sail	U	C	0.30	0.20	0.10
Total			233.15	183.15	144.30



170 Cards

Portal 3 Set	171.00	162.00	151.00
Portal 3 Starter Box	105.00	105.00	105.00
Portal 3 Booster Box	125.00	125.00	125.00
Portal 3 Starter Deck	10.00	10.00	10.00
Portal 3 Booster Pack	3.00	3.00	3.00

CARD NAME	COL	BAR	UPPER	MEDIAN	LOWER
Alert Shu Infantry	W	U	0.60	0.60	0.50
Ambition's Host	B	R	2.00	2.00	2.00
Balance of Power	U	R	4.50	3.90	3.00
Barbarian General	R	U	0.60	0.50	0.50
Barbarian Horde	R	C	0.15	0.10	0.10
Blaze	R	U	0.70	0.50	0.50
Borrowing 100,000 Arrows	U	U	0.60	0.50	0.50
Borrowing the East Wind	G	R	3.30	3.00	2.50
Brilliant Plan	U	U	0.60	0.50	0.50
Broken Dam	U	C	0.15	0.10	0.10
Burning Fields	R	C	0.15	0.10	0.10
Burning of Xinye	R	R	3.60	3.10	2.60
Cao Cao, Lord of Wei	B	R	6.50	5.00	3.50
Cao Ren, Wei Commander	B	R	3.00	3.00	2.80
Capture of Jingzhou	U	R	7.00	4.00	3.50
Champion's Victory	U	U	0.50	0.50	0.50
Coercion	B	U	0.50	0.50	0.50
Control of the Court	R	U	0.50	0.50	0.50
Corrupt Court Official	B	U	0.50	0.50	0.50
Corrupt Eunuchs	U	U	0.50	0.50	0.50
Council of Advisors	U	U	0.60	0.60	0.50
Counterintelligence	U	U	0.50	0.50	0.50
Cunning Advisor	B	U	0.50	0.50	0.50
Deception	C	C	0.20	0.20	0.15
Desert Sandstorm	R	C	0.15	0.10	0.10
Desperate Charge	B	U	0.60	0.60	0.60
Diocian, Artful Beauty	R	R	3.90	3.00	3.00
Dong Zhou, the Tyrant	R	R	4.50	4.00	3.50
Eightfold Maze	W	R	3.20	3.00	2.50
Empty City Ruse	W	U	0.50	0.50	0.50
Eunuchs' Intrigues	R	U	0.50	0.50	0.50
Exhaustion	U	R	3.30	2.50	2.30
Extinguish	C	C	0.20	0.20	0.15
False Defeat	W	C	0.20	0.20	0.15
False Mourning	G	U	0.60	0.50	0.50
Famine	B	U	0.50	0.50	0.50

Fire Ambush	R	C	0.30	0.20	0.15
Fire Bowman	R	U	0.50	0.50	0.45
Flanking Troops	W	U	0.50	0.45	0.35
Forced Retreat	U	C	0.15	0.15	0.10
Forest (3 Versions)	L	C	0.25	0.20	0.20
Forest Bear	G	C	0.15	0.15	0.10
Ghostly Visit	B	C	0.15	0.10	0.10
Guan Yu's, Sainted Warrior	R	R	4.10	3.00	3.00
Guan Yu's 1,000-Li March	W	R	3.70	3.40	2.70
Heavy Fog	G	U	0.60	0.60	0.50
Hua Tuo, Honored Physician	R	R	4.00	3.00	3.00
Huang Zhong, Shu General	W	R	3.60	3.20	3.10
Hunting Cheetah	G	U	0.60	0.50	0.50
Imperial Edict	B	C	0.15	0.10	0.10
Imperial Recruiter	R	U	0.50	0.50	0.50
Imperial Seal	B	R	4.50	2.00	2.00
Independent Troops	R	C	0.15	0.10	0.10
Island (3 Versions)	L	C	0.25	0.20	0.20
Kongming, "Sleeping Dragon"	W	R	4.00	3.00	3.00
Kongming's Contraptions	R	U	4.00	3.00	2.50
Lady Sun	U	R	4.40	4.00	3.50
Lady Zhurong, Warrior Queen	G	R	5.00	4.00	3.50
Liu Bei, Lord of Shu	W	R	3.30	3.00	2.50
Lone Wolf	G	U	0.60	0.50	0.50
Loyal Retainers	U	U	0.50	0.50	0.50
Lu Bu, Master-at-Arms	R	R	3.00	3.00	2.90
Lu Meng, Wu General	U	R	3.60	3.20	3.10
Lu Su, Wu Advisor	U	R	3.50	3.00	2.80
Lu Xun, Scholar General	U	R	3.70	3.30	3.20
Ma Chao, Western Warrior	R	R	3.50	3.00	2.80
Marshaling the Troops	G	R	7.30	3.00	2.50
Meng Huo, Barbarian King	G	R	5.50	4.00	3.50
Meng Huo's Horde	G	C	0.15	0.10	0.10
Misfortune's Gain	W	C	0.15	0.10	0.10
Mountain (3 Versions)	L	C	0.25	0.20	0.20
Mountain Bandit	R	C	0.15	0.10	0.10
Mystic Denial	U	U	0.50	0.50	0.50
Overwhelming Forces	B	R	6.50	3.00	2.50
Pang Tong, "Young Phoenix"	R	R	3.70	3.30	3.20
Peach Garden Oath	W	U	0.90	0.50	0.50
Plains (3 Versions)	L	C	0.25	0.20	0.20
Poison Arrow	B	U	0.50	0.50	0.50
Preemptive Strike	U	C	0.15	0.10	0.10
Rally the Troops	W	U	0.70	0.60	0.50
Ravages of War	R	R	6.50	3.00	2.50
Ravaging Horde	U	U	0.50	0.50	0.50
Red Cliffs Armada	U	U	0.50	0.50	0.45
Relentless Assault	R	R	6.80	6.00	4.00
Renegade Troops	R	U	0.60	0.50	0.45
Return to Battle	B	C	0.20	0.15	0.15
Riding Red Hare	G	C	0.20	0.20	0.15
Riding the Dilu Horse	G	R	2.40	2.00	2.10
Rockslide Ambush	R	U	0.60	0.60	0.50
Rolling Earthquake	R	R	5.70	5.40	3.70
Sage's Knowledge	U	C	0.15	0.15	0.10
Shu Cavalry	C	C	0.15	0.15	0.10
Shu Defender	W	C	0.15	0.15	0.10
Shu Elite Companions	W	U	0.60	0.50	0.50
Shu Elite Infantry	W	C	0.15	0.10	0.10
Shu Farmer	W	C	0.15	0.15	0.10
Shu Foot Soldiers	W	C	0.15	0.10	0.10
Shu General	W	U	0.60	0.50	0.50
Shu Grain Caravan	W	C	0.15	0.10	0.10
Shu Soldier-Farmers	W	U	0.50	0.50	0.50
Sima Yi, Wei Field Marshal	B	R	4.80	4.00	3.50
Slashing Tiger	G	R	3.90	2.00	2.00
Southern Elephant	G	C	0.15	0.15	0.10

Spills of Victory	G	U	0.60	0.60	0.50
Spring of Eternal Peace	G	C	0.15	0.15	0.10
Stalking Tiger	G	C	0.15	0.15	0.10
Stolen Grain	B	U	0.70	0.50	0.50
Stone Catapult	B	R	4.30	3.60	2.80
Stone Rain	R	C	0.20	0.15	0.15
Strategic Planning	U	U	0.50	0.50	0.50
Straw Soldiers	U	C	0.15	0.10	0.10
Sun Ce, Young Conqueror	R	R	4.10	3.00	3.00
Sun Quan, Lord of Wu	U	R	4.50	3.00	3.00
Swamp (3 Versions)	L	C	0.25	0.20	0.20
Taoist Hermit	G	U	0.50	0.50	0.50
Taoist Mystic	G	R	3.00	3.00	2.50
Taunting Challenge	G	R	2.80	2.50	2.30
Three Visits	G	C	0.15	0.15	0.10
Trained Cheetah	G	C	0.50	0.50	0.50
Trained Jackal	G	C	0.15	0.15	0.10
Trip Wire	G	U	0.60	0.50	0.50
Vengeance	W	U	0.50	0.50	0.50
Virtuous Charge	W	C	0.15	0.15	0.10
Volunteer Militia	W	C	0.15	0.15	0.10
Warrior's Oath	R	R	4.80	3.60	2.80
Warrior's Stand	W	U	0.60	0.50	0.50
Wei Ambush Force	B	C	0.15	0.10	0.10
Wei Assassins	B	U	0.50	0.50	0.50
Wei Elite Companions	B	U	0.50	0.50	0.50
Wei Infantry	B	C	0.30	0.20	0.15
Wei Night Raiders	B	C	0.50	0.50	0.50
Wei Scout	B	C	0.15	0.10	0.10
Wei Strike Force	B	C	0.15	0.15	0.10
Wielding the Green Dragon	G	C	0.20	0.20	0.15
Wolf Pack	G	R	4.50	2.00	2.00
Wu Admiral	U	U	0.50	0.50	0.50
Wu Elite Cavalry	U	C	0.15	0.10	0.10
Wu Infantry	U	C	0.15	0.10	0.10
Wu Light Cavalry	U	C	0.15	0.10	0.10
Wu Longbowman	U	U	0.60	0.50	0.50
Wu Scout	U	C	0.15	0.15	0.10
Wu Spy	U	U	0.60	0.50	0.50
Wu Warrior	U	C	0.15	0.10	0.10
Xiahou Dun, the One-Eyed	B	R	3.60	3.10	3.10
Xun Yu, Wei Advisor	B	R	3.60	3.00	2.90
Yellow Scavres Cavalry	R	C	0.15	0.10	0.10
Yellow Scavres General	R	C	3.00	2.00	1.80
Yellow Scavres Troops	R	C	0.15	0.10	0.10
Young Wei Recruit	B	C	0.15	0.10	0.10
Yuan Shao, the Indecisive	R	R	5.10	4.20	3.60
Yuan Shao's Infantry	R	U	0.50	0.50	0.50
Zhang Fei, Fierce Warrior	W	R	4.40	3.00	3.00
Zhang He, Wei General	B	R	4.80	3.60	3.30
Zhang Liao, Hero of Hefei	B	R	3.10	2.70	3.10
Zhou Zilong, Tiger General	W	R	3.50	3.00	2.90
Zhou Yu, Chief Commander	R	U	3.40	3.00	3.00
Zhuge Jin, Wu Strategist	U	R	4.50	3.00	3.00
Zodiac Dog	R	C	0.15	0.15	0.10
Zodiac Dragon	R	R	17.00	6.00	5.00
Zodiac Goat	R	C	0.15	0.10	0.10
Zodiac Horse	G	U	0.50	0.50	0.50
Zodiac Monkey	G	C	0.15	0.15	0.10
Zodiac Ox	G	U	0.60	0.50	0.50
Zodiac Pig	B	U	0.50	0.50	0.50
Zodiac Rabbit	G	C	0.15	0.10	0.10

Pokémon

1st Ed. 102 Cards, Unlimited 101 Cards

1st Edition Base Set	466.25	377.50	307.00
1st Edition Booster Box	160.00	125.00	107.50
1st Edition Booster	6.00	5.00	4.00
Unlimited Base Set	190.00	185.00	159.00
Unlimited Booster Box	75.00	70.00	65.00
Unlimited 2-player Sets	8.70	8.00	6.50
Unlimited Pre-con Decks	9.70	8.80	8.10
Unlimited Booster	2.90	2.60	2.50

UNLIMITED SINGLES (% 1st EDITION PRICE)			
Holofoil Card (F)	70%	50%	50%
Rare Card	80%	70%	50%
Uncommon Card	100%	80%	50%
Common Card	100%	100%	80%
Energy Card	100%	60%	50%

CARD NAME	TYPERRAR	UPPER	MEDIAN	LOWER	
Abra	P	C	0.25	0.25	0.15
Alakazam	P	F	17.00	8.50	6.30
Arcanine	FR	U	1.00	0.90	0.50
Beadrill	G	R	4.30	3.00	2.20
Bill	T	C	0.25	0.25	0.10
Blastoise	G	F	20.00	13.50	9.30
Bulbasaur	G	C	0.25	0.25	0.15
Caterpie	G	C	0.25	0.25	0.15
Chansey	C	F	11.25	6.50	5.20
Charizard	FR	F	50.75	25.00	15.00
Charmander	FR	C	0.25	0.20	0.15
Charmeleon	FR	U	1.00	0.90	0.50
Clefairy	C	F	14.25	7.80	6.00
Clefairy Doll	T	R	3.80	3.00	2.20
Computer Search	T	R	3.80	3.00	2.20
Defender	T	U	1.00	0.90	0.50
Devolution Spray	T	R	3.80	3.00	1.80
Dewgong	W	U	1.00	0.90	0.50
Diglett	C	F	0.25	0.25	0.15
Doduo	C	C	0.25	0.25	0.15
Double Colorless Energy	E	U	1.40	1.00	0.60
Dragonair	C	R	4.40	3.20	3.00
Dratini	C	U	1.00	0.90	0.50
Drowzee	P	C	0.25	0.25	0.15
Dugtrio	F	R	4.40	3.00	2.20
Electabuzz	L	R	5.30	3.20	2.30
Electrode	L	R	5.40	3.00	2.20
Energy Removal	T	C	0.25	0.20	0.10
Energy Retrieval	T	U	1.00	0.80	0.50
Farfetch'd	C	U	1.00	0.90	0.50
Fighting Energy	E	E	0.25	0.10	0.10
Fire Energy	E	E	0.25	0.10	0.10
Full Heal	T	U	1.00	0.80	0.50
Gastly	P	C	0.25	0.25	0.15
Grass Energy	E	E	0.20	0.10	0.10
Growlithe	FR	U	1.00	0.90	0.50
Gust of Wind	T	C	0.25	0.20	0.10
Gyarados	G	F	12.50	6.80	5.00
Haunter	P	U	1.00	0.90	0.50
Hitmonchan	F	F	12.25	6.80	5.00
Imposter Professor Oak	T	R	3.80	3.00	2.20
Item Finder	T	R	3.90	3.00	2.20
Ivysaur	G	U	1.00	0.90	0.50
Jynx	P	U	1.00	0.90	0.50
Kadabra	P	U	1.00	0.90	0.50
Kakuna	G	U	1.00	0.90	0.50
Koffing	G	C	0.25	0.25	0.15
Lass	T	R	4.00	3.20	1.90
Lightning Energy	E	E	0.25	0.15	0.10
Machop	F	F	8.50	6.70	5.00
Machoke	F	U	1.00	0.90	0.50
Machop	F	C	0.25	0.20	0.15
Magikarp	W	U	1.00	0.90	0.50
Magmar	FR	U	1.00	0.90	0.50
Magnemite	L	C	0.25	0.25	0.15
Magneton	L	F	11.25	7.30	5.00
Maintenance	T	U	1.00	0.80	0.50
Metapod	G	C	0.25	0.25	0.15
Mewtwo	P	F	14.00	9.00	7.00
Nidoking	G	F	15.50	7.30	5.30
Nidoran	G	C	0.25	0.25	0.15
Nidorino	G	U	1.00	0.90	0.50
Ninetales	FR	F	15.75	7.30	5.00
Onix	F	C	0.25	0.25	0.15
Pidgeotto	C	R	4.30	3.00	2.20
Pidgey	C	C	0.25	0.25	0.15
Pikachu	L	C	0.35	0.25	0.15
PlusPower	T	U	1.00	0.80	0.50
Pokédex	T	R	3.80	3.00	2.20
Pokémon Breeder	T	U	1.00	0.80	0.50
Pokémon Center	T	U	1.00	0.80	0.50
Pokémon Trader	T	R	3.80	3.00	2.20
Poliwhag	W	C	0.25	0.25	0.15
Poliwhirl	W	U	1.00	0.90	0.50
Poliwrath	W	F	13.50	7.30	5.00
Ponyta	FR	C	0.25	0.25	0.15
Porygon	C	U	1.00	0.90	0.50
Potion	T	C	0.25	0.20	0.10
Professor Oak	T	U	1.00	0.90	0.50
Psychic Energy	E	E	0.25	0.15	0.10
Raichu	L	F	15.00	7.30	5.30
Raticate	C	U	1.00	0.90	0.50
Rattata	C	C	0.25	0.25	0.15

Revive	T	U	1.00	0.80	0.50
Sandshrew	F	C	0.25	0.25	0.15
Scoop Up	T	R	3.80	3.00	1.70
Seel	W	U	1.00	0.90	0.50
Squirtle	W	C	0.25	0.25	0.15
Starmie	W	C	0.25	0.25	0.15
Staryu	W	C	0.25	0.25	0.15
Super Energy Removal	T	U	4.00	3.00	1.80
Super Potion	T	C	0.25	0.20	0.10
Switch	T	C	0.25	0.20	0.10
Tangela	G	C	0.25	0.25	0.15
Venusaur	G	F	20.00	13.00	6.80
Voltorb	L	C	0.25	0.25	0.15
Vulpix	FR	C	0.25	0.25	0.15
Wartortle	W	E	1.00	0.90	0.50
Water Energy	E	E	0.25	0.15	0.10
Weedle	G	C	0.25	0.25	0.15
Zapdos	L	F	16.25	7.30	6.00
Total			376.30	232.40	157.95

Pokémon Base Set 2 130 Cards

Base 2 Set	133.75	115.00	110.00
Booster Box	75.00	70.00	61.25
2-Player Starter Set (w/CD-ROM)	10.00	10.00	9.90
2-Player Starter Set (w/CD & Video)	12.25	10.50	8.80
Grass Chopper Pre-con Deck	9.50	8.00	7.80
Lightning Bug Pre-con Deck	9.50	8.00	7.80
Psych Out Pre-con Deck	9.50	8.00	7.80
Hot Water Pre-con Deck	9.50	8.00	7.80
Booster Pack	3.30	3.30	2.80

CARD NAME	TYPERRAR	UPPER	MEDIAN	LOWER	
Abra	P	C	0.25	0.25	0.15
Alakazam	P	F	12.00	7.00	6.00
Arcanine	FR	U	0.90	0.50	0.50
Beadrill	G	R	3.00	2.30	2.00
Bellsprout	G	C	0.25	0.25	0.15
Bill	T	C	0.25	0.25	0.15
Blastoise	G	F	14.00	10.50	9.30
Bulbasaur	G	C	0.25	0.25	0.15
Butterfree	U	U	0.90	0.50	0.50
Caterpie	G	C	0.25	0.25	0.15
Chansey	C	F	7.80	6.40	5.30
Charizard	FR	F	19.75	18.50	15.00
Charmander	FR	U	0.90	0.50	0.50
Charmeleon	FR	U	0.90	0.50	0.50
Clefable	C	F	9.00	5.30	5.00
Clefairy	C	F	9.00	5.80	5.00
Computer Search	T	R	3.00	2.00	2.00
Cubone	F	C	0.25	0.25	0.15
Defender	T	U	0.80	0.50	0.50
Dewgong	W	U	0.90	0.50	0.50
Diglett	C	U	0.90	0.50	0.50
Dodrio	C	C	0.25	0.25	0.15
Doduo	C	C	0.25	0.25	0.15
Double Colorless Energy	E	U	1.00	0.60	0.50
Dragonair	C	R	3.80	2.80	2.10
Dratini	C	U	0.90	0.50	0.50
Drowzee	P	C	0.25	0.25	0.15
Dugtrio	F	R	3.00	2.70	2.00
Electabuzz	L	R	3.00	2.70	2.00
Electrode	L	R	3.00	2.70	2.00
Energy Removal	T	C	0.25	0.25	0.10
Energy Retrieval	T	U	0.80	0.50	0.50
Exeggcute	G	C	0.25	0.25	0.15
Exeggcutor	G	C	0.90	0.50	0.50
Farfetch'd	C	U	0.90	0.50	0.50
Fearow	C	U	0.90	0.50	0.50
Fighting Energy	E	E	0.20	0.10	0.10
Fire Energy	E	E	0.20	0.10	0.10
Full Heal	T	U	0.80	0.50	0.50
Gastly	P	C	0.25	0.25	0.15
Goleden	W	C	0.25	0.25	0.15
Grass Energy	E	E	0.20	0.10	0.10
Growlithe	FR	U	0.90	0.50	0.50
Gust of Wind	T	C	0.25	0.25	0.15
Gyarados	G	F	7.50	5.30	5.00
Haunter	P	U	0.90	0.50	0.50
Hitmonchan	F	F	7.50	5.50	5.00
Imposter Professor Oak	T	R	3.00	2.00	2.00
Item Finder	T	R	3.00	2.00	2.00
Ivysaur	G	U	0.90	0.50	0.50
Jigglypuff	C	C	0.25	0.25	0.15
Jynx	P	U	0.90	0.50	0.50
Kadabra	P	U	0.90	0.50	0.50
Kakuna	G	U	0.90	0.50	0.50
Kangaskhan	C	R	3.00	2.90	2.10
Lass	T	R	2.80	2.00	1.90
Lightning Energy	E	E	0.20	0.10	0.10
Lickitung	C	U	0.90	0.50	0.50
Machoke	F	U	0.90	0.50	0.50
Machop	F	C	0.25	0.25	0.15
Magikarp	W	U	0.90	0.50	0.50
Magmar	FR	U	0.90	0.50	0.50
Magnemite	L	C	0.25	0.25	0.15
Magneton	L	F	5.80	5.00	5.00
Maintenance	T	U	0.80	0.50	0.50
Marowak	F	U	0.90	0.50	0.50
Mewth	C	C	0.25	0.25	0.15
Metapod	G	C	0.25	0.25	0.15
Mewtwo	P	F	9.50	6.00	5.20
Mr. Mime	P	R	3.00	2.70	2.00

Nidoking	G	F	9.00	5.80	5.00
Nidoqueen	G	F	9.30	6.00	5.20
Nidoran (female)	G	C	0.25	0.25	0.15
Nidoran (male)	G	C	0.25	0.25	0.15
Nidorina	G	U	0.90	0.50	0.50
Nidorino	G	U	0.90	0.50	0.50
Ninetales	FR	F	5.80	5.00	5.00
Onix	F	C	0.25	0.25	0.15
Paras	C	C	0.25	0.25	0.15
Parasect	G	U	0.90	0.50	0.50
Persian	C	U	0.90	0.50	0.50
Pidgeot	C	F	9.00	5.50	5.00
Pidgeotto	C	R	3.00	2.70	2.00
Pidgey	C	C	0.25	0.25	0.15
Pikachu	L	C	0.25	0.25	0.15
Pinsir	G	R	3.80	2.40	2.00
PlusPower	T	U	0.80	0.50	0.50
Poké Ball	T	C	0.25	0.25	0.10
Pokédex	T	U	0.80	0.50	0.50
Pokémon Breeder	T	R	3.00	2.00	2.00
Pokémon Center	T	U	0.80	0.50	0.50
Pokémon Trader	T	R	3.00	2.00	2.00
Poliwhag	W	C	0.25	0.25	0.15
Poliwhirl	W	U	0.90	0.60	0.50
Poliwrath	W	F	9.00	5.50	5.00
Potion	T	C	0.25	0.25	0.10
Professor Oak	T	U	0.80	0.50	0.50
Psychic Energy	E	E	0.20	0.10	0.10
Raichu	L	F	9.80	6.80	5.00
Raticate	C	U	0.90	0.50	0.50
Rattata	C	C	0.25	0.25	0.15
Rhydon	F	U	0.90	0.50	0.50
Rhyhorn	F	C	0.25	0.25	0.15
Sandshrew	F	C	0.25	0.25	0.15
Scoop Up	T	R	3.00	2.10	2.00
Scyther	G	F	11.25	7.30	5.30
Seaking	W	U	0.90	0.50	0.50
Seel	W	U	0.90	0.50	0.50
Snorlax	C	R	3.00	2.70	2.00
Spearow	C	C	0.25	0.25	0.15
Squirtle	W	C	0.25	0.25	0.15
Starmie	W	C	0.25	0.25	0.15
Staryu	W	C			



Sabrina's Alakazam 80 HP

From Sabrina's Ribbon. Put Sabrina's Alakazam on the right side of the field.

Pokémon Power: Flylink Sabrina's Alakazam always has a copy of every attack you @ Pokémon in play have (including their Energy costs and anying else required in order to use those attacks, such as discarding Energy cards). This power can't be used if Sabrina's Alakazam is Asleep, Confused, or Paralyzed.

Mega Burn You can't use this 60 attack during your next turn.

weakness resistance

17-44 643

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Golduck	W	U	1.00	0.70	0.50
Golem	F	U	1.00	0.70	0.50
Grimer	G	C	0.25	0.20	0.10
Haunder	P	F	8.00	7.20	5.00
Haunder	P	R	3.00	2.70	2.00
Hitmonlee	F	F	9.20	7.30	5.00
Hitmonlee	F	R	4.50	2.70	2.00
Horsea	W	C	0.25	0.20	0.10
Hypno	P	F	8.80	7.30	5.00
Hypno	P	R	3.00	2.50	1.90
Kabuto	C	C	0.25	0.20	0.10
Kabutops	F	F	8.80	7.30	5.00
Kabutops	F	R	3.00	2.70	2.00
Kingler	W	U	1.00	0.70	0.50
Krabby	W	C	0.25	0.20	0.10
Lapras	W	F	7.70	5.10	5.00
Lapras	W	R	3.00	2.50	1.90
Magmar	FR	U	1.00	0.70	0.50
Magneton	L	F	7.70	5.10	5.00
Magneton	L	R	3.00	2.70	2.00
Moltres	FR	F	9.50	7.50	5.00
Moltres	FR	R	3.80	3.00	2.20
Mr. Fuji	T	U	1.00	0.60	0.50
Muk	G	F	7.70	5.10	5.00
Muk	G	R	3.00	3.00	2.20
Mysterious Fossil	T	C	0.25	0.15	0.10
Onix	W	C	0.25	0.20	0.10
Onix	W	U	1.00	0.70	0.50
Psyduck	W	C	0.25	0.20	0.10
Raichu	L	F	9.90	7.00	5.30
Raichu	L	R	4.80	3.00	2.90
Recycle	T	C	0.25	0.15	0.10
Sandslash	F	U	1.00	0.70	0.50
Seadra	W	U	1.00	0.70	0.50
Shellder	W	C	0.25	0.20	0.10
Slowbro	P	U	1.00	0.70	0.50
Slowpoke	P	C	0.25	0.20	0.10
Tentacool	W	C	0.25	0.20	0.10
Tentacool	W	U	1.00	0.70	0.50
Weezing	G	U	1.00	0.70	0.50
Zapdos	L	F	9.90	7.50	5.40
Zapdos	L	R	3.80	3.00	2.20
Zubat	G	C	0.25	0.20	0.10
Total			203.90	159.90	120.90

Team Rocket

83 Cards

1st Edition Team Rocket Set	201.25	178.50	154.50
1st Edition Booster Box	156.50	137.75	126.50
1st Edition Devastation Pre-con	12.00	8.80	8.00
1st Edition Trouble Pre-con	12.00	8.80	8.00
1st Edition Booster Pack	4.90	3.90	3.10
Unlimited Team Rocket Set	122.50	111.50	103.50
Unlimited Booster Box	110.00	70.00	69.25
Unlimited Devastation Pre-con	10.25	7.80	7.20
Unlimited Trouble Pre-con	10.25	8.00	7.30
Unlimited Booster Pack	3.10	2.40	2.10

UNLIMITED SINGLES (% 1st Edition Price)

Holofoil Card (F)	80%	70%	60%
Rare Card	70%	50%	50%
Uncommon Card	100%	100%	80%
Common Card	80%	50%	50%

CARD NAME TYPERR UPPER MEDIAN LOWER

Abra	P	C	0.25	0.25	0.10
Changeling	T	U	1.00	0.50	0.50
Charmander	FR	C	0.25	0.25	0.10
Dark Alakazam	P	F	10.00	7.10	5.00
Dark Alakazam	P	R	4.00	3.00	2.90
Dark Arbok	G	F	7.50	5.00	5.00
Dark Arbok	G	R	3.00	3.00	2.80
Dark Blastoise	W	F	10.00	8.50	8.00
Dark Blastoise	W	R	5.00	4.00	3.00
Dark Charizard	FR	F	15.00	14.00	11.50
Dark Charizard	FR	R	5.50	5.00	3.00
Dark Charmeleon	FR	U	1.00	0.50	0.50

Dark Dragonair	C	U	1.00	0.90	0.50
Dark Dragonite	C	F	10.00	7.50	6.00
Dark Dragonite	C	R	5.00	3.00	2.80
Dark Dugtrio	F	F	7.50	6.10	5.00
Dark Dugtrio	F	R	3.00	3.00	2.80
Dark Electrode	L	U	1.00	0.50	0.50
Dark Flareon	FR	U	1.00	0.50	0.50
Dark Gloom	G	U	1.00	0.50	0.50
Dark Golbat	G	F	7.50	6.10	5.00
Dark Golbat	G	R	3.00	3.00	2.80
Dark Golduck	W	U	1.00	0.50	0.50
Dark Gyarados	W	F	7.50	6.10	5.00
Dark Gyarados	W	R	3.00	3.00	2.80
Dark Hypno	P	F	10.00	6.10	5.00
Dark Hypno	P	R	4.00	3.00	2.80
Dark Jolteon	L	U	1.00	0.90	0.50
Dark Kadabra	P	U	1.00	0.90	0.50
Dark Machop	F	F	7.50	6.10	4.80
Dark Machop	F	R	3.00	3.00	2.80
Dark Machoke	F	U	1.00	0.50	0.50
Dark Magnet	L	F	7.50	6.00	5.00
Dark Magnet	L	R	3.00	3.00	2.80
Dark Muk	G	U	1.00	0.90	0.50
Dark Persian	C	U	1.00	0.50	0.50
Dark Primeape	F	U	1.00	0.50	0.50
Dark Raichu	L	F	12.25	10.00	8.00
Dark Rapidash	FR	U	1.00	0.50	0.50
Dark Raticate	C	C	0.25	0.25	0.10
Dark Slowbro	P	F	10.00	7.50	5.00
Dark Slowbro	P	R	5.00	3.00	2.90
Dark Vaporeon	W	U	1.00	0.50	0.50
Dark Vileplume	G	F	10.00	7.00	5.00
Dark Vileplume	G	R	5.00	3.00	2.90
Dark Wartortle	W	U	1.00	0.50	0.50
Dark Weezing	G	F	7.50	6.00	5.00
Dark Weezing	G	R	3.00	3.00	2.90
Digger	T	U	1.00	0.50	0.50
Digitlett	F	C	0.25	0.25	0.10
Dratini	C	C	0.25	0.25	0.10
Drowzee	P	C	0.25	0.25	0.10
Eevee	C	C	0.25	0.25	0.10
Ekans	G	C	0.25	0.25	0.10
Full Heal Energy	E	U	1.00	0.90	0.50
Goop Gas Attack	T	C	0.25	0.15	0.10
Grimer	G	C	0.25	0.25	0.10
Here Comes Team Rocket!	T	F	9.50	6.00	4.40
Here Comes Team Rocket!	T	R	4.00	3.00	2.00
Imposter Oak's Revenge	T	U	1.00	0.50	0.50
Koffing	G	C	0.25	0.25	0.10
Machop	F	C	0.25	0.25	0.10
Magikarp	W	U	1.00	0.50	0.50
Magnemite	L	C	0.25	0.25	0.10
Mankey	F	C	0.25	0.25	0.10
Meowth	C	C	0.25	0.25	0.10
Nighty Garbage Run	T	U	1.00	0.90	0.50
Odish	G	C	0.25	0.25	0.10
Ponyta	FR	C	0.25	0.25	0.10
Porygon	C	U	1.00	0.50	0.50
Potion Energy	E	U	1.00	1.00	0.50
Psyduck	W	C	0.25	0.25	0.10
Rainbow Energy	E	F	10.00	7.00	6.00
Rainbow Energy	E	R	5.00	3.50	3.00
Rattata	C	C	0.25	0.25	0.10
Rocket's Sneak Attack	T	F	9.00	6.00	4.40
Rocket's Sneak Attack	T	R	4.00	3.00	1.90
Sleep	T	U	1.00	0.50	0.50
Slowpoke	P	C	0.25	0.25	0.10
Squirtle	W	C	0.25	0.25	0.10
The Boss's Way	T	U	1.00	0.50	0.50
Voltorb	L	C	0.25	0.25	0.10
Zubat	G	C	0.25	0.25	0.10
Total			268.50	203.65	164.80

Gym Heroes

132 Cards

1st Edition Gym Heroes Set	150.25	143.00	134.25
1st Edition Booster Box	85.00	84.25	80.25
1st Edition Brock's Deck	9.10	8.50	7.90
1st Edition Misty's Deck	9.10	8.50	7.90
1st Edition Lt. Surge's Deck	9.10	8.50	7.90
1st Edition Blaine's Deck	9.10	8.50	7.90

Koga	T	F	7.80	5.90	4.10
Koga	T	R	3.00	2.90	1.80
Koga's Arbok	G	R	3.00	2.90	2.20
Koga's Beedrill	G	F	7.90	6.30	5.00
Koga's Ditto	C	F	7.90	6.30	5.00
Koga's Ekans	G	C	0.25	0.25	0.15
Koga's Golbat	G	U	1.00	0.80	0.50
Koga's Grimer	G	C	0.25	0.25	0.15
Koga's Kakuna	G	U	1.00	0.80	0.50
Koga's Koffing	G	C	0.25	0.25	0.15
Koga's Koffing	G	U	1.00	0.80	0.50
Koga's Muk	G	R	3.00	2.90	2.20
Koga's Ninja Trick	T	U	1.00	0.80	0.45
Koga's Pidgeotto	C	R	3.00	2.90	2.20
Koga's Pidgey	C	C	0.25	0.25	0.15
Koga's Pidgey	C	U	1.00	0.80	0.50
Koga's Tangela	G	C	0.25	0.25	0.15
Koga's Weeble	G	C	0.25	0.25	0.15
Koga's Weezing	G	U	1.00	0.80	0.50
Koga's Zubat	G	C	0.25	0.25	0.15
Lightning Energy	E	C	0.25	0.15	0.10
Lt. Surge's Electrode	L	U	1.00	0.80	0.50
Lt. Surge's Eevee	C	U	1.00	0.80	0.50
Lt. Surge's Jolteon	L	R	3.00	2.90	2.20
Lt. Surge's Pikachu	L	C	0.25	0.25	0.15
Lt. Surge's Raichu	L	F	10.00	6.00	5.70
Lt. Surge's Raticate	C	U	1.00	0.80	0.50
Lt. Surge's Rattata	C	C	0.25	0.25	0.15
Lt. Surge's Secret Plan	T	R	3.00	2.90	1.70
Lt. Surge's Voltorb	L	C	0.25	0.25	0.15
Master ball	T	U	1.00	0.60	0.45
Max Revive	T	U	1.00	0.60	0.45
Misty's Dewgong	W	U	1.00	0.80	0.50
Misty's Golduck	W	F	8.00	6.30	5.00
Misty's Gyarados	W	F	8.00	6.50	5.00
Misty's Horsea	W	C	0.25	0.25	0.15
Misty's Magikarp	W	C	0.25	0.25	0.15
Misty's Poliwag	W	C	0.25	0.25	0.15
Misty's Psyduck	W	C	0.25	0.25	0.15
Misty's Seel	W	C	0.25	0.25	0.15
Misty's Staryu	W	C	0.25	0.25	0.15
Misty's Tears	T	U	1.00	0.60	0.45
Misty's Wish	T	R	3.00	2.90	1.70
Psychic Energy	E	C	0.25	0.15	0.10
Resistance Gym	T	R	3.00	2.70	1.10
Rocket's Meowth	P	F	10.00	8.00	5.80
Rocket's Minefield Gym	T	U	1.00	0.60	0.45
Rocket's Secret Experiment	T	U	1.00	0.60	0.45
Rocket's Zapdos	L	F	10.00	8.00	5.80
Sabrina	T	F	7.80	5.90	4.10
Sabrina	T	R	3.00	2.90	1.80
Sabrina's Abra Lv. 12	P	C	0.25	0.25	0.15
Sabrina's Abra Lv. 18	P	C	0.25	0.25	0.15
Sabrina's Alakazam	P	F	9.40	7.00	5.80
Sabrina's Drowzee	P	C	0.25	0.25	0.15
Sabrina's Gastly Lv. 10	P	C	0.25	0.25	0.15
Sabrina's Gastly Lv. 9	P	C	0.25	0.25	0.15
Sabrina's Gengar	P	R	3.00	2.80	2.00
Sabrina's Golduck	W	R	3.20	3.00	2.20
Sabrina's Haunter	P	U	1.00	0.80	0.50
Sabrina's Hypno	P	U	1.00	0.80	0.50
Sabrina's Jynx	P	U	1.00	0.80	0.50
Sabrina's Kadabra	P	U	1.00	0.80	0.50
Sabrina's Mr. Mime	P	U	1.00	0.80	0.50
Sabrina's Porygon	C	C	0.25	0.25	0.15
Sabrina's Psychic Control	T	U	1.00	0.60	0.45
Sabrina's Psyduck	W	C	0.25	0.25	0.15
Saffron City Gym	T	U	1.00	0.80	0.45
Transparent Walls	T	C	0.25	0.20	0.10
Viridian City Gym	T	U	1.00	0.80	0.45
Warp Point	T	C	0.25	0.20	0.10
Water Energy	E	C	0.25	0.15	0.10
Total			297.65	240.85	175.65

Neo Genesis

111 Cards

1st Edition Neo Genesis Set	323.75	314.25	264.50
1st Edition Starter Box	123.75	97.75	84.25
1st Edition Booster Box	167.50	138.50	111.50
1st Edition Cold Fusion Deck	13.25	10.75	9.30
1st Edition Hothot Deck	13.25	10.75	9.30
1st Edition Booster Pack	5.00	4.70	3.60
Unlimited Neo Genesis Set	240.00	232.75	228.00
Unlimited Starter Box	135.00	84.50	80.00
Unlimited Booster Box	150.00	94.00	85.00
Unlimited Cold Fusion Deck	15.25	9.80	8.40
Unlimited Hothot Deck	15.25	9.80	8.40
Unlimited Booster Pack	3.90	3.40	3.00

UNLIMITED SINGLES (% 1st Edition Price)				
Holofoil Card (F)	100%	90%	70%	
Rare Card	100%	100%	70%	
Uncommon Card	100%	100%	80%	
Common Card	100%	100%	80%	
Energy Card	90%	80%	60%	

CARD NAME	TYPERRAR	UPPER	MEDIAN	LOWER	
Aipom	C	U	1.00	0.90	0.50
Ampharos	W	F	9.00	7.80	6.50
Arcade Game	T	R	3.80	2.90	2.10
Ariados	G	U	1.00	0.90	0.50
Azurill	W	F	11.25	8.30	6.00
Bayleef Lv. 22	G	U	1.00	0.90	0.50
Bayleef Lv. 39	G	U	1.00	0.90	0.50

Bellossom	G	F	10.00	7.80	6.00
Berry	T	C	0.25	0.20	0.10
Bill's Teleporter	T	U	1.00	0.70	0.50
Card-Flip Game	T	U	1.00	0.70	0.50
Chikorita Lv. 12	G	C	0.25	0.25	0.15
Chikorita Lv. 19	G	C	0.25	0.25	0.15
Chinchou	L	C	0.25	0.25	0.15
Clefairy	C	U	1.00	0.90	0.50
Cleflea	C	R	4.80	3.40	2.60
Croconaw Lv. 34	W	U	1.00	0.90	0.50
Croconaw Lv. 41	W	U	1.00	0.90	0.50
Cyndaquil Lv. 14	FR	C	0.25	0.25	0.15
Cyndaquil Lv. 21	FR	C	0.25	0.25	0.15
Darkness Energy	E	R	4.80	3.40	3.00
Donphan	F	R	4.80	3.00	2.10
Double Gust	T	C	0.25	0.20	0.10
Ecogym	T	R	4.70	3.00	2.10
Electabuzz	L	U	1.00	0.90	0.50
Elekid	L	R	4.90	3.00	3.00
Energy Charge	T	R	3.80	3.00	2.10
Feraligatr Lv. 56	W	F	11.25	10.00	8.50
Feraligatr Lv. 69	W	F	11.25	10.00	8.50
Fighting Energy	E	E	0.15	0.10	0.10
Fire Energy	E	E	0.15	0.10	0.10
Flaaffy	L	U	1.00	0.90	0.50
Focus Band	T	R	3.80	3.00	2.10
Furret	C	U	1.00	0.90	0.50
Girafarig	P	C	0.25	0.25	0.15
Gligar	F	C	0.25	0.25	0.15
Gloom	G	U	1.00	0.90	0.50
Gold Berry	T	U	1.00	1.00	0.60
Granbull	C	U	1.00	0.90	0.50
Grass Energy	E	E	0.15	0.10	0.10
Heracross	G	F	9.80	8.30	6.00
Hoothoot	C	C	0.25	0.25	0.15
Hopip	G	C	0.25	0.25	0.15
Horsea	W	C	0.25	0.25	0.15
Jumpluff	G	F	8.50	7.50	6.00
Kingdra	W	F	9.60	8.00	6.00
Lantum	L	U	1.00	0.90	0.50
Ledian	G	U	1.00	0.90	0.50
Ledyba	G	C	0.25	0.25	0.15
Lightning Energy	E	E	0.15	0.10	0.10
Lugia	C	F	18.00	14.75	10.50
Magby	FR	R	4.70	3.00	2.10
Magmar	FR	U	1.00	0.90	0.50
Mantine	W	C	0.25	0.25	0.15
Mareep	L	C	0.25	0.25	0.15
Manill	W	C	0.25	0.25	0.15
Mary	T	R	3.80	3.00	2.10
Meganium Lv. 54	G	F	9.90	8.50	8.00
Meganium Lv. 57	G	F	9.90	8.50	8.00
Metal Energy	E	F	9.60	7.50	5.50
Miltank	C	U	1.00	0.90	0.50
Miracle Berry	T	U	1.00	0.60	0.45
Noo-Moo Milk	C	C	0.25	0.20	0.10
Murkrow	D	R	4.70	3.00	2.60
Natu	P	C	0.25	0.25	0.15
New Pokédex	T	U	1.00	0.70	0.50
Noctowl	C	U	1.00	0.90	0.50
Oddish	G	C	0.25	0.25	0.15
Onix	F	C	0.25	0.25	0.15
Phanpy	F	U	1.00	0.90	0.50
Pichu	L	F	11.00	10.00	9.30
Pikachu	L	C	0.25	0.25	0.15
Piloswine	W	U	1.00	0.90	0.50
PokéGear	T	R	4.00	3.00	2.10
Pokémon March	T	C	0.25	0.25	0.10
Professor Elm	T	U	1.00	0.90	0.50
Psychic Energy	E	E	0.15	0.10	0.10
Quagsire	W	U	1.00	0.90	0.50
Quilava Lv. 28	FR	U	1.00	0.90	0.50
Quilava Lv. 35	FR	U	1.00	0.90	0.50
Recycle Energy	E	R	4.70	3.00	2.10
Seadra	W	U	1.00	0.90	0.50
Sentret	C	C	0.25	0.25	0.15
Shuckle	G	C	0.25	0.25	0.15
Skarmory	G	F	10.25	8.00	6.50
Skiploom	G	U	1.00	0.90	0.50
Slowking	P	F	9.60	8.30	6.50
Slowpoke	P	C	0.25	0.25	0.15
Sneasel	D	R	4.70	3.00	2.60
Snubbull	C	C	0.25	0.25	0.15
Spinarak	C	U	1.00	0.70	0.50
Sprout Tower	C	C	0.25	0.25	0.15
Stantler	C	C	0.25	0.25	0.15
Steelix	M	F	9.80	8.30	7.30
Sudowoodo	F	C	0.25	0.25	0.15
Sunflora	G	U	1.00	0.90	0.50
Sunkern	G	C	0.25	0.25	0.15
Super Energy Retrieval	T	R	4.60	3.00	2.10
Super Rod	T	C	0.25	0.25	0.10
Super Scoop Up	T	U	1.00	0.70	0.50
Swinub	W	C	0.25	0.25	0.15
Time Capsule	T	R	3.80	3.00	2.10
Topegi	C	U	1.00	0.90	0.50
Togetic	C	F	9.90	8.50	8.00
Totodile Lv. 20	W	C	0.25	0.25	0.15
Totodile Lv. 8	W	C	0.25	0.25	0.15
Typhlosion Lv. 55	FR	F	12.25	12.00	8.50
Typhlosion Lv. 57	FR	F	12.00	10.00	8.40
Water Energy	E	E	0.15	0.10	0.10
Wooper	M	C	0.25	0.25	0.15
Xatu	P	U	1.00	0.90	0.50
Total			318.80	260.25	200.50

Neo Discovery



75 Cards

1st Edition Neo Discovery Set	192.75	175.25	153.00
1st Edition Starter Box	101.25	77.50	74.00
1st Edition Booster Box	137.50	119.50	106.75
1st Edition Brainwave Deck	10.00	9.50	9.00
1st Edition Wallop Deck	10.00	9.50	9.00
1st Edition Booster Pack	4.50	4.00	3.30
Unlimited Neo Discovery Set	171.75	164.25	133.25
Unlimited Starter Box	109.50	74.00	71.50
Unlimited Booster Box	108.75	94.50	92.75
Unlimited Brainwave Deck	10.00	9.50	9.00
Unlimited Wallop Deck	10.00	10.00	9.90
Unlimited Booster Pack	3.40	3.00	3.00

UNLIMITED SINGLES (% 1st Edition Price)				
Holofoil Card (F)	90%	90%	80%	
Rare Card	100%	100%	80%	
Uncommon Card	100%	90%	70%	
Common Card	100%	100%	90%	

CARD NAME	TYPERRAR	UPPER	MEDIAN	LOWER	
Beedrill	G	R	3.80	3.00	3.00
Butterfree	G	R	3.80	3.00	2.90
Caterpie	G	C	0.25	0.25	0.15
Corsola	W	U	1.00	0.90	0.50
Dunsparce	G	C	0.25	0.25	0.15
Eevee	C	U	1.00	0.90	0.50
Energy Ark	T	C	0.25	0.20	0.10
Espeon	P	F	10.00	9.10	6.50
Espeon	P	R	4.20	3.30	3.00
Forretress	M	F	9.90	7.50	6.30
Forretress	M	R	3.20	3.00	3.00
Fossil Egg	T	U	1.00	0.90	0.50
Hitmontop	F	F	9.90	7.90	6.00
Hitmontop	F	R	3.20	3.00	2.90
Hoppip	G	C	0.25	0.25	0.15
Houndoom	D	F	10.00	9.20	



Your card's limits more than 1 Miracle Energy in your deck. Attach Miracle Energy to 1 of your Shining or Light Pokémon. At the end of your turn, discard Miracle Energy. While in play, Miracle Energy reverts to every type of Energy but provides only 2 Energy at a time.

Neo Destiny

113 Cards

1st Edition Neo Destiny Set	340.00	340.00	▲	340.00
1st Edition Booster Box	120.75	109.00	▼	95.00
1st Edition Dark Deck	4.10	4.00	▲	3.30
1st Edition Light Deck	10.00	9.70	▲	9.30
Unlimited Neo Destiny Set	338.25	311.25	▲	284.50
Unlimited Booster Box	95.50	92.75	▲	90.00
Unlimited Dark Deck	3.60	3.50	▲	3.40
Unlimited Light Deck	10.50	10.25	▲	10.25
Unlimited Dark Deck	10.50	10.25	▲	10.25

UNLIMITED SINGLES (% 1ST EDITION PRICE)			
Holofoil Card (F)	100%	90%	70%
Rare Card	100%	100%	80%
Uncommon Card	100%	100%	80%
Common Card	100%	100%	80%

CARD NAME	TYPERRAR	UPPER	MEDIAN	LOWER
Broken Ground Gym	T	R 3.20	3.00	2.80
Chansey	C	U 1.00	1.00	0.50
Counterattack Claws	T	U 1.00	0.80	▼ 0.50
Cyndaquil	FR	C 0.25	0.25	0.25
Dark Ampharos	L	F 9.00	8.10	6.80
Dark Ariados	G	R 3.00	3.00	2.60
Dark Crobat	G	F 8.70	8.00	7.60
Dark Croconaw	W	U 1.00	1.00	0.50
Dark Donphan	F	F 8.10	7.90	6.80
Dark Espeon	P	F 9.60	8.10	7.60
Dark Exeggutor	P	U 1.00	1.00	0.50
Dark Feraligtr	W	F 10.25	8.10	▼ 7.60
Dark Flaaffy	L	U 1.00	1.00	0.50
Dark Forretress	G	U 1.00	1.00	0.50
Dark Gengar	P	F 8.70	8.00	7.30
Dark Haunter	P	U 1.00	1.00	0.50
Dark Houndoom	FR	F 9.50	8.10	▼ 7.30
Dark Magcargo	FR	R 3.00	3.00	2.60
Dark Octillery	W	C 0.25	0.25	0.25
Dark Omanyte	W	U 1.00	1.00	0.50
Dark Onix	W	R 3.00	3.00	2.60
Dark Porygon2	C	F 8.70	7.90	6.80
Dark Pupitar	F	U 1.00	1.00	0.50
Dark Quilava	FR	U 1.00	1.00	0.50
Dark Scizor	M	F 9.60	8.10	7.60
Dark Slowking	C	R 3.00	3.00	2.60
Dark Typhlosion	FR	F 10.50	10.00	▼ 8.20
Dark Tyranitar	F	F 10.50	8.10	▼ 7.60
Dark Ursaring	P	R 3.00	3.00	2.60
Dark Wigglytuff	C	U 1.00	1.00	0.50
Dratini	C	C 0.25	0.25	0.25
Energy Amplifier	T	U 1.00	0.80	▼ 0.50
Energy Stadium	P	U 1.00	0.80	0.50
Exeggute	T	C 0.25	0.25	0.25
EXP. ALL	T	R 3.20	3.00	2.80
Gasty	P	C 0.25	0.25	0.25
Girafarig	C	C 0.25	0.25	0.25
Gilgar	F	C 0.25	0.25	0.25
Growlithe	FR	C 0.25	0.25	0.25
Heal Powder	T	C 0.25	0.25	0.25
Heracross	G	U 1.00	1.00	0.50
Hitmonlee	F	C 0.25	0.25	0.25
Hitmonchan	F	U 1.00	1.00	0.70
Houndour	D	U 1.00	1.00	0.50
Impostor Prof. Oak's Invention	T	R 3.00	3.00	2.60
Jigglypuff	C	U 1.00	1.00	0.50
Larvitar	F	C 0.25	0.25	0.25
Ledyba	G	C 0.25	0.25	0.25
Light Arcanine	FR	F 8.40	7.40	▼ 6.00
Light Azumarill	W	F 8.60	7.40	▼ 6.00
Light Dewong	W	U 1.00	1.00	0.50
Light Dragonair	C	R 4.00	3.00	▼ 2.60
Light Dragonite	C	F 8.70	7.90	▼ 6.80
Light Flareon	FR	U 1.00	1.00	0.50
Light Golduck	W	U 1.00	1.00	0.50

Light Jolteon	L	U 1.00	1.00	0.70
Light Lanturn	L	R 3.00	3.00	2.60
Light Ledian	G	R 3.00	3.00	2.60
Light Machop	F	R 3.00	3.00	2.60
Light Machoke	F	U 1.00	1.00	0.50
Light Ninetales	FR	U 1.00	1.00	0.50
Light Pitowave	P	R 3.80	3.00	▼ 2.80
Light Slowbro	W	U 1.00	1.00	0.50
Light Sunflora	G	C 0.25	0.25	0.25
Light Togetic	C	F 8.40	7.40	▼ 6.00
Light Vaporeon	W	U 1.00	1.00	0.50
Light Venomoth	G	U 1.00	1.00	0.50
Light Wigglytuff	C	U 1.00	1.00	0.50
Lucky Stadium	T	U 1.00	0.80	▼ 0.50
Machop	F	C 0.25	0.25	0.25
Magnifier	T	U 1.00	0.80	▼ 0.50
Mail from Bill	T	C 0.25	0.25	0.25
Mantine	W	C 0.25	0.25	0.25
Mareep	L	C 0.25	0.25	0.25
Miracle Energy	F	F 7.50	6.30	▼ 5.00
Phanpy	E	C 0.25	0.25	0.25
Pinoco	G	C 0.25	0.25	0.25
Pokémon Personality Test	T	U 1.00	0.80	▼ 0.50
Porygon	C	C 0.25	0.25	0.25
Psyduck	W	C 0.25	0.25	0.25
Radio Tower	T	R 3.00	3.00	2.60
Remoraid	G	C 0.25	0.25	0.25
Scyther	W	U 1.00	1.00	0.70
Seel	W	C 0.25	0.25	0.25
Shining Celebi	G	F 17.25	12.25	▼ 10.00
Shining Charizard	FR	F 21.50	17.50	▼ 12.25
Shining Kabutops	F	F 16.75	13.50	▼ 9.60
Shining Mewtwo	P	F 15.00	14.25	▼ 12.25
Shining Noctowl	C	F 16.50	11.00	▼ 9.60
Shining Raichu	L	F 15.75	13.50	▼ 11.50
Shining Steelix	M	F 20.00	13.50	▼ 12.00
Shining Tyranitar	D	F 19.25	13.75	▼ 12.00
Slugma	FR	C 0.25	0.25	0.25
Sunkern	G	C 0.25	0.25	0.25
Swinub	W	C 0.25	0.25	0.25
Team Rocket's Evil Deeds	T	U 1.00	0.80	▼ 0.50
Thought Wave Machine	T	R 3.20	3.00	2.80
Topegi	C	U 1.00	1.00	0.50
Totodile	W	C 0.25	0.25	0.25
Unown [C]	P	U 1.00	1.00	0.50
Unown [G]	P	R 3.20	3.00	2.80
Unown [H]	P	R 3.20	3.00	2.80
Unown [L]	P	C 0.25	0.25	0.25
Unown [O]	P	U 1.00	1.00	0.50
Unown [P]	P	U 1.00	1.00	0.50
Unown [S]	P	C 0.25	0.25	0.25
Unown [T]	P	C 0.25	0.25	0.25
Unown [V]	P	C 0.25	0.25	0.25
Unown [W]	P	R 3.20	3.00	2.80
Unown [X]	P	R 3.20	3.00	2.80
Unown [Z]	P	U 1.00	1.00	0.50
Venonat	G	C 0.25	0.25	0.25
Vulpix	FR	C 0.25	0.25	0.25
Total		392.20	336.90	▼ 278.55

Pokémon Promos

U.S. SETS & PROMOS	UPPER	MEDIAN	LOWER
Pikachu World Collection	16.75	14.50	▼ 12.25
Aerodactyl - Fossil Prerelease	8.80	8.60	▼ 6.30
Ancient Mew (PK Movie 2000)	F 4.40	4.00	▼ 4.00
Clefable - Jungle Prerelease	7.00	6.00	▼ 5.30
Kabuto - Fossil gold stamped	5.10	4.50	▼ 3.30
Mewtwo - gold-bordered	6.10	6.00	5.00
Misty's Seara Prerelease	7.30	6.00	5.50
Pikachu - (E3)	12.00	12.00	8.90
Pikachu - (shooting star)	16.25	14.25	▼ 9.10
Pikachu - colossal card	6.20	5.80	▼ 5.40
#1: Pikachu (Pokémon League)	5.60	5.00	4.30
#2: Electabuzz (1st Pokémon movie)	6.30	6.00	4.80
#3: Mewtwo (1st Pokémon movie)	5.30	4.00	3.80
#4: Pikachu (1st Pokémon movie)	6.10	5.00	4.30
#5: Dragonite (1st Pokémon movie)	6.30	5.00	4.30
#6: Arcanine (Pokémon League)	5.40	5.00	4.30
#7: Jigglypuff (Atlantic Records)	7.50	6.50	5.80
#8: Mew (Pokémon League)	4.90	4.80	3.90
#9: Mew holofoil	F 8.60	5.00	5.00
#10: Mewtwo (Nintendo Power)	F 8.80	8.00	6.00
#11: Eevee (Pokémon League)	5.80	5.00	4.00
#12: Mewtwo (Nintendo Power)	8.70	6.00	5.50
#13: Venusaur (Nintendo Player's Guide)	9.70	9.00	8.50
#14: Mewtwo (movie videotape)	6.80	5.00	5.00
#15: Cool Porygon (N64)	F 11.50	9.50	7.30
#16: Computer Error (PK League)	4.90	4.80	3.40
#17: Dark Persian	F 7.30	6.00	5.50
#18: Team Rocket's Mewtwo	5.40	5.00	3.50
#19: Sabrina's Abra	5.40	5.00	3.50
#20: Psyduck	5.40	5.00	3.50
#21: Moltres (Pokémon Movie 2000)	5.80	5.00	4.30
#22: Articuno (Pokémon Movie 2000)	5.80	5.00	4.30
#23: Zapdos (Pokémon Movie 2000)	5.80	5.00	4.30
#24: Birthday Pikachu	11.75	11.50	▲ 8.20
#25: Flying Pikachu (German)	7.00	6.30	▼ 5.70
#26: Pikachu (Spanish Snap)	7.00	6.30	▼ 5.70
#27: Pikachu (Italian Small Jumbo)	5.50	5.40	▼ 5.20



Basic 103 Cards

Base Set	170.00	166.75	▲	163.25
Booster Box	171.50	164.25	▲	157.25
Booster Pack	5.90	5.10	▲	4.90
Starter	13.25	12.50	▲	11.75

CARD NAME	TYPERRAR	UPPER	MEDIAN	LOWER
1 Bulbasaur	G	C 0.25	0.25	0.10
2 Ivysaur	G	U 1.00	0.90	0.50
3 Venusaur	G	H 10.00	6.80	▼ 5.80
4 Charmander	FR	C 0.25	0.25	0.10
5 Charmeleon	FR	U 1.00	0.90	0.50
6 Charizard	FR	H 16.25	13.75	▼ 12.00
7 Squirtle	W	C 0.25	0.25	0.10
8 Wartortle	W	U 1.00	0.90	0.50
9 Blastoise	W	H 11.25	10.00	8.80
10 Caterpie	G	C 0.25	0.25	0.10
11 Metapod	G	C 0.25	0.25	0.10
13 Weedle	G	C 0.25	0.25	0.10
14 Kakuna	G	U 1.00	0.90	0.50
15 Beedrill	G	R 3.00	2.50	▲ 2.00
16 Pidgey	C	C 0.25	0.25	0.10
17 Pidgeotto	C	R 3.00	2.50	▲ 2.00
19 Rattata	C	C 0.25	0.25	0.10
20 Raticate	C	U 1.00	0.90	0.50
25 Pikachu	L	C 0.25	0.25	0.10
26 Raichu	L	H 8.00	6.20	▼ 5.80
27 Sandshrew	F	C 0.25	0.25	0.10
32 Nidoran (M)	G	C 0.25	0.25	0.10
33 Nidorino	G	U 1.00	0.90	0.50
34 Nidoking	G	H 6.30	6.00	5.50
35 Clefairy	C	H 6.50	6.00	5.50
37 Vulpix	FR	C 0.25	0.25	0.10
38 Ninetales	FR	H 6.00	5.60	▼ 5.00
50 Diglett	F	C 0.25	0.25	0.10
51 Dugtrio	F	R 3.00	2.50	▲ 2.00
58 Growlithe	FR	U 1.00	0.90	0.50
59 Arcanine	FR	U 1.00	0.90	0.50
60 Poliwhirl	W	C 0.25	0.25	0.10
61 Poliwhirl	W	U 1.00	0.90	0.50
62 Poliwrath	W	H 6.30	6.00	5.50
63 Abra	P	C 0.25	0.25	0.10
64 Kadabra	P	U 1.00	0.90	0.50
65 Alakazam	F	H 8.60	6.00	5.90
66 Machop	F	C 0.25	0.25	0.10
67 Machoke	F	U 1.00	0.90	0.50
68 Machop	F	H 6.00	5.50	▼ 5.00
77 Ponyta	FR	C 0.25	0.25	0.10
81 Maghemite	L	C 0.25	0.25	0.10
82 Magnetron	L	H 5.80	5.50	5.00
83 Farfetch'd	C	U 1.00	0.90	0.50
84 Doduo	C	C 0.25	0.25	0.10
86 Seel	W	U 1.00	0.90	0.50
87 Dewong	W	U 1.00	0.90	0.50
92 Gastly	P	C 0.25	0.25	0.10
93 Haunter	P	U 1.00	0.90	0.50
95 Onix	F	C 0.25	0.25	0.10
96 Drowzee	P	C 0.25	0.25	0.10
100 Voltorb	L	C 0.25	0.25	0.10
101 Electrode	L	R 3.00	2.50	▲ 2.00
107 Hitmonchan	F	H 6.30	6.00	5.50
109 Koffing	G	C 0.25	0.25	0.10
113 Chansey	C	H 6.30	6.00	5.50
114 Tangela	G	C 0.25	0.25	0.10
120 Staryu	W	C 0.25	0.25	0.10
121 Starmie	W	C 0.25	0.25	0.10
124 Jynx	P	U 1.00	0.90	0.50
125 Electabuzz	L	R 3.00	2.50	▲ 2.00
126 Magmar	FR	U 1.00	0.90	0.50
129 Magikarp	W	U 1.00	0.90	0.50
130 Gyarados	W	H 6.30	6.00	5.50
137 Porygon	C	U 1.00	0.90	0.50
145 Zapdos	L	H 9.50	6.00	5.70
147 Dratini	C	U 1.00	0.90	0.50
148 Dragonair	C	R 3.00	2.50	▲ 2.00
150 Mewtwo	P	H 8.00	6.10	5.80
Bill	T	C 0.25	0.15	0.10
Clefairy Doll	T	R 2.30	2.00	1.

94 Gengar	P	H	7.20	6.00	5.70
97 Hypon	P	H	6.00	5.00	5.00
98 Krabby	W	C	0.25	0.25	0.10
99 Kingler	W	U	1.00	0.90	0.50
106 Hitmonlee	F	H	7.20	6.00	5.70
110 Weezing	G	U	1.00	0.90	0.50
116 Horsea	W	C	0.25	0.25	0.10
117 Seadra	W	U	1.00	0.90	0.50
126 Magmar	FR	U	1.00	0.90	0.50
131 Lapras	W	H	6.00	5.60	5.00
132 Ditto	C	H	6.40	6.00	5.70
138 Omnyta	W	C	0.25	0.25	0.10
139 Omastar	W	U	1.00	0.90	0.50
140 Kabuto	F	C	0.25	0.25	0.10
141 Kabutops	F	H	7.20	6.00	5.70
142 Aerodactyl	F	H	6.20	6.00	6.00
144 Articuno	W	H	6.10	5.00	5.00
145 Zapdos	L	H	7.20	6.00	5.00
146 Moltras	FR	H	6.40	5.00	5.00
149 Dragonite	C	H	6.20	5.00	5.00
151 Mew/Myuu	P	H	12.25	6.00	5.70
Energy Search (6 juggled balls)	T	C	0.25	0.25	0.10
Fossil of Something	T	C	0.25	0.25	0.10
Gambler (dice)	T	C	0.25	0.25	0.10
Old Man Fuji (bald old man)	T	U	1.00	0.50	0.50
Recycle (Jigglypuff suspended)	T	C	0.25	0.25	0.10
Total			129.25	107.10	94.80

Team Rocket 65 Cards

Team Rocket Set	197.50	195.00	▼	192.50
Booster Box	324.50	316.25	▼	308.25
Booster Pack	6.30	5.10	▼	4.40

CARD NAME	TYPERRAR	UPPER	MEDIAN	LOWER	
4 Charmander	FR	C	0.25	0.25	0.10
5 Dark Charmeleon	FR	U	1.00	0.50	0.50
6 Dark Charizard	FR	H	14.50	13.00	11.00
7 Squirtle	W	C	0.25	0.25	0.10
8 Dark Wartortle	W	U	1.00	0.50	0.50
9 Dark Blastoise	W	H	10.00	9.50	8.30
19 Rattata	C	C	0.25	0.25	0.10
20 Dark Raticate	C	C	0.25	0.25	0.10
23 Ekans	G	C	0.25	0.25	0.10
24 Dark Arbok	G	H	5.80	5.00	5.00
41 Zubat	G	C	0.25	0.25	0.10
42 Dark Golbat	G	H	6.00	5.00	5.00
43 Oddish	G	C	0.25	0.25	0.10
44 Dark Gloom	G	U	1.00	0.50	0.50
45 Dark Vileplume	G	H	7.00	5.70	5.00
50 Diglett	F	C	0.25	0.25	0.10
51 Dark Dugtrio	F	H	6.20	5.00	5.00
52 Meowth	C	C	0.25	0.25	0.10
53 Dark Persian	C	C	0.25	0.25	0.10
54 Psyduck	W	U	1.00	0.50	0.50
55 Dark Golduck	W	U	1.00	0.50	0.50
56 Mankey	F	C	0.25	0.25	0.10
57 Dark Primeape	F	U	1.00	0.50	0.50
63 Abra	P	C	0.25	0.25	0.10
64 Dark Kadabra	P	U	1.00	0.50	0.50
65 Dark Alakazam	P	H	7.70	6.00	5.50
66 Machop	F	C	0.25	0.25	0.10
67 Dark Machoke	F	U	1.00	0.50	0.50
68 Dark Machop	FR	H	7.70	5.60	5.00
77 Ponyta	FR	C	0.25	0.25	0.10
78 Dark Rapidash	FR	C	0.25	0.25	0.10
79 Slowpoke	P	C	0.25	0.25	0.10
80 Dark Slowbro	P	H	6.20	5.00	5.00
81 Magnemite	L	C	0.25	0.25	0.10
82 Dark Magnetron	L	H	6.20	5.00	5.00
88 Grimer	G	C	0.25	0.25	0.10
89 Dark Muk	G	U	1.00	0.50	0.50
96 Drowzee	P	C	0.25	0.25	0.10
97 Dark Hypno	P	H	7.30	5.10	5.00
100 Voltorb	L	C	0.25	0.25	0.10
101 Dark Electrode	L	U	1.00	0.50	0.50
109 Koffing	G	C	0.25	0.25	0.10
110 Dark Weezing	G	H	6.20	5.00	5.00
129 Magikarp	W	C	0.25	0.25	0.10
130 Dark Gyarados	W	H	7.70	5.70	5.00
133 Eevee	C	C	0.25	0.25	0.10
134 Dark Vaporeon	W	U	1.00	0.50	0.50
135 Dark Jolteon	L	U	1.00	0.50	0.50
136 Dark Flareon	FR	U	1.00	0.50	0.50
137 Porygon	C	C	0.25	0.25	0.10
147 Dratini	C	C	0.25	0.25	0.10
148 Dark Dragonair	C	U	1.00	0.50	0.50
149 Dark Dragonite	C	H	8.00	7.00	5.00
Boss's Way	T	U	0.60	0.50	0.50
Challenge!	T	U	0.60	0.50	0.50
Digger	T	C	0.25	0.25	0.10
Full Heal Energy	E	C	0.25	0.25	0.10
Goop Gas Attack	T	C	0.25	0.25	0.10
Here Comes Team Rocket!	T	URH15.00	15.00	14.50	
Imposter Oak's Revenge	T	U	0.60	0.50	0.50
Nighty Garbage Run	T	C	0.25	0.25	0.10
Potion Energy	E	C	0.25	0.25	0.10
Rainbow Energy	E	H	8.10	6.10	5.80
Rocket's Sneak Attack	T	H	8.20	7.90	5.80
Sleep!	T	C	0.25	0.25	0.10
Total			160.60	132.60	117.10

Gym Leaders 94 Cards

Brock's Deck	22.00	22.00	22.00
Misty's Deck	25.00	25.00	24.75
Lt. Surge's Deck	25.00	25.00	24.75
Erica's Deck	22.00	22.00	22.00
Sabrina's Deck	22.00	22.00	22.00
Blaine's Deck	25.50	25.00	25.00
Complete Booster Set	192.50	190.25	187.75
Booster Box	330.75	328.75	327.00
Booster Pack	5.90	5.10	5.00

CARD NAME	TYPERRAR	UPPER	MEDIAN	LOWER	
1 Erica's Bubsaur	G	U	1.00	0.90	0.50
19 Lt. Surge's Rattata	C	C	0.25	0.25	0.10
20 Lt. Surge's Raticate	C	U	1.00	0.90	0.50
21 Lt. Surge's Spearow	C	C	0.25	0.25	0.10
22 Lt. Surge's Fearow	C	H	5.70	5.00	4.70
25 Lt. Surge's Pikachu	L	C	0.25	0.25	0.10
27 Brock's Sandshrew	F	C	0.25	0.25	0.10
28 Brock's Sandslash	F	U	1.00	0.90	0.50
35 Erica's Clefairy	C	U	1.00	0.90	0.50
36 Erica's Clefable	C	H	5.80	5.60	4.80
37 Brock's Vulpix	FR	C	0.25	0.25	0.10
37 Brock's Vulpix	FR	U	1.00	0.90	0.50
38 Brock's Ninetales	FR	H	5.20	5.00	5.00
39 Erica's Jigglypuff	C	C	0.25	0.25	0.10
41 Brock's Zubat	G	C	0.25	0.25	0.10
42 Brock's Golbat	G	U	1.00	0.90	0.50
43 Erica's Oddish	G	C	0.25	0.25	0.10
43 Erica's Oddish	G	C	0.25	0.25	0.10
44 Erica's Gloom	G	U	1.00	0.90	0.50
45 Erica's Vileplume	G	H	5.70	5.00	4.70
46 Erica's Paras	G	C	0.25	0.25	0.10
50 Brock's Diglett	F	C	0.25	0.25	0.10
54 Misty's Psyduck	W	C	0.25	0.25	0.10
55 Misty's Golduck	W	H	5.70	5.00	4.70
56 Brock's Mankey	F	C	0.25	0.25	0.10
57 Brock's Primeape	F	U	1.00	0.90	0.50
60 Misty's Poliwhirl	W	C	0.25	0.25	0.10
61 Misty's Poliwhirl	W	U	1.00	0.90	0.50
69 Erica's Bellsprout	G	U	1.00	0.90	0.50
69 Erica's Bellsprout	G	C	0.25	0.25	0.10
70 Erica's Weepinbell	G	U	1.00	0.90	0.50
71 Erica's Victreebel	G	R	5.70	5.00	3.80
72 Misty's Tentacool	W	U	1.00	0.90	0.50
73 Misty's Tentacruel	W	H	5.80	4.70	3.80
74 Brock's Geodude	F	C	0.25	0.25	0.10
74 Brock's Geodude	F	C	0.25	0.25	0.10
75 Brock's Graveler	F	U	1.00	0.90	0.50
81 Lt. Surge's Magnemite	L	L	1.00	0.90	0.50
81 Lt. Surge's Magnemite	L	H	2.50	0.25	0.10
82 Lt. Surge's Magneton	L	H	5.20	5.00	4.70
86 Misty's Seel	W	C	0.25	0.25	0.10
87 Misty's Dewong	W	U	1.00	0.90	0.50
95 Brock's Onix	F	C	0.25	0.25	0.10
100 Lt. Surge's Voltorb	L	C	0.25	0.25	0.10
102 Erica's Exeggutor	G	U	1.00	0.90	0.50
103 Erica's Exeggutor	G	U	1.00	0.90	0.50
107 Team Rocket's Hitmonchan	F	H	5.20	5.00	5.00
108 Brock's Lickitung	C	U	1.00	0.90	0.50
111 Brock's Rhyhorn	F	C	0.25	0.25	0.10
112 Brock's Rhydon	F	H	5.90	5.00	4.70
114 Erica's Tangela	G	C	0.25	0.25	0.10
116 Misty's Horsea	W	C	0.25	0.25	0.10
116 Misty's Horsea	W	H	2.50	0.25	0.10
117 Misty's Seadra	W	H	5.20	5.00	4.70
118 Misty's Goldene	W	C	0.25	0.25	0.10
120 Misty's Staryu	W	C	0.25	0.25	0.10
123 Team Rocket's Scyther	G	H	5.80	5.00	5.00
125 Lt. Surge's Electabuzz	L	H	6.30	5.00	4.70
129 Misty's Magikarp	W	C	0.25	0.25	0.10
130 Misty's Gyarados	W	H	6.00	5.00	4.70
133 Lt. Surge's Eevee	C	U	1.00	0.90	0.50
135 Lt. Surge's Jolteon	L	R	5.20	5.00	4.50
146 Team Rocket's Moltres	FR	H	6.40	5.00	5.00
147 Erica's Dratini	C	U	1.00	0.90	0.50
148 Erica's Dragonair	C	H	6.30	5.00	4.70
Brock	T	R	5.00	3.90	2.80
Brock's Training Method	T	U	1.00	0.50	0.50
Brock's Protection	T	R	5.00	3.00	2.60
Celadon City Gym	T	U	0.25	0.25	0.10
Cerulean City Gym	T	U	1.00	0.50	0.50
Charity	T	R	5.00	2.50	2.00
Derangement Gym (Stadium)	T	R	5.00	4.20	2.80
Energy Flow	T	C	1.00	0.50	0.50
Erica	T	R	5.00	3.00	2.40
Erica's Kindness	T	R	5.00	2.50	2.00
Erica's Maids	T	U	1.00	0.50	0.50
Erica's Perfume	T	U	1.00	0.50	0.50
Good Manners	T	U	1.00	0.50	0.50
Vermilion City Gym	T	U	1.00	0.50	0.50
Lt. Surge	T	R	5.00	3.90	2.80
Lt. Surge's Secret Operation	T	R	5.00	3.00	2.60
Lt. Surge's Treaty	T	U	1.00	0.50	0.50
Misty	T	R	5.00	3.90	2.80
Misty's Duel	T	C	1.00	0.50	0.50
Misty's Selfishness	T	R	5.00	3.00	2.40
Misty's Wrath	T	C	0.25	0.25	0.10
Misty's Wear	T	C	0.25	0.25	0.10
Narrow Gym	T	C	0.25	0.25	0.10
No Removal Gym	T	R	5.00	2.50	2.00
Pewter City Gym	T	U	1.00	0.50	0.50
Recall	T	U	1.00	0.70	0.50
Rocket's Training Gym	T	R	5.00	2.50	2.00
Secret Mission	T	U	1.00	0.70	0.50
The Rocket's Trap	T	H	6.30	5.00	5.00
Total			203.60	160.60	132.60

Gym 2 98 Cards

Challenge Set	192.50	190.00	▼	180.00
Booster Box	341.25	332.50	▼	316.25
Booster Pack	7.60	7.10	▼	6.60

CARD NAME	TYPERRAR	UPPER	MEDIAN	LOWER	
2 Erika's Ivysaur	G	U	1.00	1.00	0.70
3 Erika's Venusaur	G	H	8.00	8.00	6.30
4 Blaine's Charmander	FR	C	0.25	0.25	0.15
5 Blaine's Charmeleon	FR	U	1.00	1.00	0.70
6 Blaine's Charizard	FR	H	9.80	8.00	6.20
13 Koga's Weedle	G	C	0.25	0.25	0.15
14 Koga's Kakuna	G	U	1.00	1.00	0.70
15 Koga's Beedrill	G	H	7.10	5.40	5.00
16 Koga's Pidgey	C	U	1.00	1.00	0.70
16 Koga's Pidgey	C	C	0.25	0.25	0.15
17 Koga's Pidgeotto	C	R	3.20	3.00	2.90
23 Koga's Ekans	G	C	0.25	0.25	0.15
24 Koga's Arbok	G	R	3.20	3.00	2.90
26 Lt. Surge's Raichu	L	H	8.30	7.50	6.20
29 Giovanni's Nidoran (F)	G	C	0.25	0.25	0.15
30 Giovanni's Nidorina	G	U	1.00	1.00	0.70
31 Giovanni's Nidoqueen	G	R	3.20	3.00	2.90
32 Giovanni's Nidoran (M)	G	C	0.25	0.25	0.15
33 Giovanni's Nidorino	G	U	1.00	1.00	0.70
34 Giovanni's Nidoking	G				



Neo 2 55 Cards

Neo 2 Set	161.25	160.75	160.50
Booster Box	332.50	320.00	320.00
Booster Pack	6.90	5.70	5.40

CARD NAME	TYPERRAR	UPPER	MEDIAN	LOWER	
10 Caterpie	G	C	0.25	0.25	0.10
11 Metapod	G	U	1.00	0.90	0.50
12 Butterfree	G	H	7.00	6.30	5.80
13 Weedle	G	C	0.25	0.25	0.10
14 Kakuna	G	U	1.00	0.90	0.50
15 Beedrill	G	H	7.00	6.30	5.80
26 Raichu	L	H	8.30	7.70	6.00
60 Poliwag	W	C	0.25	0.25	0.10
61 Poliwhirl	W	U	1.00	0.90	0.50
62 Poliwhirl	F	H	7.00	6.90	6.00
81 Maghemite	S	H	7.00	6.70	5.80
123 Scyther	G	U	1.00	0.90	0.50
133 Eevee	C	U	1.00	0.90	0.50
138 Omanyte	F	C	0.25	0.25	0.10
139 Omastar	F	U	1.00	0.90	0.50
140 Kabuto	W	C	0.25	0.25	0.10
141 Kabutops	W	H	7.00	6.70	6.00
161 Sentret	C	C	0.25	0.25	0.10
167 Spinarak	G	C	0.25	0.25	0.10
174 Igglybuff	C	U	1.00	0.90	0.50
177 Xatu	P	C	0.25	0.25	0.10
178 Xogo	P	U	1.00	0.90	0.50
179 Mareep	L	C	0.25	0.25	0.10
186 Politoed	W	H	7.00	6.90	6.40
187 Hoppip	G	C	0.25	0.25	0.10
193 Dunsparce	G	H	8.00	7.50	6.80
194 Ampharos	W	C	0.25	0.25	0.10
196 Espeon	P	H	8.40	7.90	7.40
197 Umbreon	D	H	8.90	8.00	7.60
201 Unown D	P	U	1.00	0.90	0.50
201 Unown F	P	U	1.00	0.90	0.50
201 Unown M	P	U	1.00	0.90	0.50
201 Unown U	P	U	1.00	0.90	0.50
201 Unown A	P	H	8.10	7.90	6.00
202 Sonansu	P	H	8.30	7.90	6.00
204 Skarmory	G	C	0.25	0.25	0.10
205 Forestress	S	H	7.00	6.80	6.00
206 Duglari	C	C	0.25	0.25	0.10
212 Scizor	S	H	9.00	7.90	6.80
216 Himeguma	C	C	0.25	0.25	0.10
217 Ursaring	C	H	8.00	7.30	6.00
222 Corsola	W	U	1.00	0.90	0.50
228 Houndour	D	U	1.00	0.90	0.50
228 Houndour	FR	H	8.70	7.90	6.00
229 Houndoom	D	H	9.10	7.90	6.80
235 Eevegle	G	C	0.25	0.25	0.10
236 Banuki	F	C	0.25	0.25	0.10
237 Hitmontop	F	H	8.10	6.90	6.00
246 Tarvitur	F	C	0.25	0.25	0.10
247 Pupitar	F	U	1.00	0.90	0.50
248 Tyranitar	D	H	11.50	7.90	7.00
Egg Fossil	T	U	1.00	0.50	0.50
Energy Ark	T	C	0.25	0.25	0.10
Hyper Devolution Spray	T	U	1.00	0.50	0.50
Stone Board Remains (2 vers.)	T	U	1.00	0.50	0.50
Total			188.65	166.45	136.90

Neo 3 55 Cards

Neo 3 Set	308.75	299.25	289.50
Booster Box	268.75	267.50	266.25
Booster Pack	7.60	7.10	6.60

CARD NAME	TYPERRAR	UPPER	MEDIAN	LOWER	
26 Raichu	L	U	1.00	1.00	0.80
41 Zubat	G	C	0.30	0.25	0.10
42 Golbat	G	U	1.00	1.00	0.80

46 Paras	G	C	0.30	0.25	0.10
47 Parasect	G	U	1.00	1.00	0.80
74 Geodude	F	C	0.30	0.25	0.10
75 Graveler	F	U	1.00	1.00	0.80
82 Magnetron	M	H	8.30	7.80	6.80
83 Farfetch'd	C	C	0.30	0.25	0.10
118 Goldeen	C	C	0.30	0.25	0.10
119 Seaking	W	U	1.00	1.00	0.80
120 Staryu	W	C	0.30	0.25	0.10
121 Starmie	P	H	8.10	7.70	6.00
124 Jynx	W	U	1.00	1.00	0.80
129 Shining Magikarp	W	URH20.50	18.75	17.00	
130 Shining Gyarados	W	URH21.50	18.75	17.00	
142 Aerodactyl	F	H	8.30	7.90	7.20
169 Crobat	G	H	8.30	7.90	7.20
170 Chinchou	L	C	0.30	0.25	0.10
171 Lanturn	L	U	1.00	1.00	0.80
180 Flaaffy	L	U	1.00	1.00	0.80
181 Ampharos	L	H	8.50	7.70	6.00
188 Sklopmoo	C	C	0.30	0.25	0.10
189 Jumpluff	G	H	8.00	7.70	6.00
190 Alpoem	C	C	0.30	0.25	0.10
198 Murkrow	D	C	0.30	0.25	0.10
200 Misdravrus	P	H	8.90	7.90	7.00
201 Unown B	P	U	1.00	1.00	0.80
201 Unown K	P	C	0.30	0.25	0.10
209 Snubbull	M	C	0.30	0.25	0.10
211 Quilfish	W	C	0.30	0.25	0.10
213 Shuckle	F	U	1.00	1.00	0.80
218 Slugma	FR	C	0.30	0.25	0.10
219 Magcargo	FR	U	1.00	1.00	0.80
220 Swinub	F	C	0.30	0.25	0.10
221 Piloswine	F	U	1.00	1.00	0.80
223 Remoraizd	W	C	0.30	0.25	0.10
224 Octillery	W	U	1.00	1.00	0.80
225 Delibird	M	H	8.70	7.90	7.00
229 Houndoom	C	H	9.90	8.90	7.90
233 Porygon 2	D	H	8.20	7.90	7.20
234 Stantler	C	U	1.00	1.00	0.80
238 Moomoochum	C	C	0.30	0.25	0.10
242 Blissey	C	H	9.60	7.80	7.00
243 Raikou	L	H	9.90	8.00	7.90
244 Entei	FR	H	10.50	8.00	7.90
245 Suicune	W	H	9.30	8.00	7.90
250 Ho-ho	FR	H	13.75	12.00	8.00
251 Celebi	P	H	9.20	8.00	7.90
Fruit of the Balloon	T	U	1.00	1.00	0.90
Healing Green Field	T	U	1.00	1.00	0.90
Pokémon Business Couple	T	U	1.00	1.00	0.80
Rocket Hideout	T	U	1.00	1.00	0.80
Worm Out Fishing Pole	T	C	0.30	0.25	0.10
Total			212.85	190.20	165.30

Neo 4 111 Cards

Neo 4 Set	261.75	239.50	217.25
Booster Box	298.25	246.25	194.50
Booster Pack	8.00	8.00	7.90

CARD NAME	TYPERRAR	UPPER	MEDIAN	LOWER	
6 Shining Charizard	FR	UR 27.50	21.00	19.00	
26 Shining Raichu	FR	UR 28.25	18.00	16.00	
37 Vulpix	L	C	0.30	0.25	0.10
38 Light Growlithe	FR	U	1.00	1.00	0.80
39 Jigglypuff	C	C	0.30	0.25	0.10
40 Light Wigglytuff	C	U	1.00	1.00	0.80
40 Dark Wigglytuff	C	U	1.00	1.00	0.80
48 Venonat	G	C	0.30	0.25	0.10
49 Light Venomoth	G	U	1.00	1.00	0.80
54 Psyduck	W	C	0.30	0.25	0.10
55 Light Golduck	W	U	1.00	1.00	0.80
58 Growlithe	FR	C	0.30	0.25	0.10
59 Light Arcanine	FR	H	9.10	7.90	6.80
66 Machop	F	C	0.30	0.25	0.10
67 Light Machoke	F	U	1.00	1.00	0.80
68 Light Machop	F	R	4.10	3.00	3.00
80 Light Slowbro	P	U	1.00	1.00	0.80
86 Seel	W	C	0.30	0.25	0.10
87 Light Dewgong	W	U	1.00	1.00	0.80
92 Gastly	P	C	0.30	0.25	0.10
93 Dark Haunter	P	U	1.00	1.00	0.80
94 Dark Gengar	P	H	8.30	7.70	6.50
102 Exeggute	P	C	0.30	0.25	0.10
103 Dark Exeggutor	P	U	1.00	1.00	0.80
106 Hitmonlee	F	U	1.00	1.00	0.80
107 Hitmonchan	F	C	0.30	0.25	0.10
113 Chansey	C	U	1.00	1.00	0.80
123 Scyther	G	U	1.00	1.00	0.80
134 Light Vaporeon	W	U	1.00	1.00	0.80
135 Light Jolteon	L	U	1.00	1.00	0.80
136 Light Flareon	FR	U	1.00	1.00	0.80
137 Porygon	C	C	0.30	0.25	0.10
138 Dark Omanyte	W	U	1.00	1.00	0.80
139 Dark Omastar	W	R	4.10	3.00	3.00
141 Shining Kabutops	F	UR 21.75	18.00	16.00	
147 Dratini	C	C	0.30	0.25	0.10
148 Light Dragonair	C	R	4.10	3.00	3.00
149 Light Dragonite	C	H	9.10	7.90	6.80
150 Shining Mewtwo	P	UR 19.25	18.00	17.00	
151 Shining Mew	P	PR 19.00	18.00	16.50	
155 Cyndaquil	FR	C	0.30	0.25	0.10
156 Dark Quilava	FR	U	1.00	1.00	0.80

157 Dark Typhlosion	FR	H	11.00	7.90	6.80
158 Totodile	W	C	0.30	0.25	0.10
159 Dark Croconaw	W	U	1.00	1.00	0.80
160 Dark Ferligatgr	W	H	11.00	7.90	6.80
164 Shining Noctowl	C	UR 20.75	18.00	16.00	
165 Ledyba	G	C	0.30	0.25	0.10
166 Light Ledian	G	R	4.10	3.00	3.00
168 Dark Ariados	G	R	4.10	3.00	3.00
169 Dark Crobat	G	H	8.30	7.70	6.80
171 Light Lanturn	L	R	4.10	3.00	3.00
175 Topegi	C	C	0.40	0.25	0.10
176 Light Togetic	C	H	10.25	7.90	7.00
179 Mareep	L	C	0.30	0.25	0.10
180 Dark Flaaffy	L	U	1.00	1.00	0.80
184 Dark Canterity	L	H	9.60	7.90	6.80
181 Light Azumarill	W	H	10.25	7.90	7.00
191 Sunken	G	C	0.30	0.25	0.10
192 Light Sunflora	G	C	0.30	0.25	0.10
196 Dark Espeon	P	H	10.00	7.90	7.00
201 Unown C	P	U	1.00	1.00	0.80
201 Unown G	P	R	4.10	3.00	3.00
201 Unown H	P	R	4.10	3.00	3.00
201 Unown L	P	C	0.30	0.25	0.10
201 Unown P	P	U	1.00	1.00	0.80
201 Unown Q	P	U	1.00	1.00	0.80
201 Unown S	P	C	0.30	0.25	0.10
201 Unown T	P	C	0.30	0.25	0.10
201 Unown V	P	C	0.30	0.25	0.10
201 Unown W	P	R	4.10	3.00	3.00
201 Unown X	P	R	4.10	3.00	3.00
201 Unown Y	P	U	1.00	1.00	0.80
203 Gringal	C	C	0.30	0.25	0.10
204 Skarmory	G	C	0.30	0.25	0.10
205 Dark Forestress	G	U	1.00	1.00	0.80
207 Gligar	F	C	0.30	0.25	0.10
208 Shining Steelix	M	UR 23.75	18.00	16.00	
212 Dark Scizor	G	H	9.60	7.90	7.00
214 Heracross	C	U	1.00	1.00	0.80
217 Dark Ursaring	G	R	4.10	3.00	3.00
218 Slagma	FR	C	0.30	0.25	0.10
220 Swinub	W	C	0.30	0.25	0.10
223 Remoraizd	W	C	0.30	0.25	0.10
224 Dark Octillery	W	U	1.00	1.00	0.80
228 Mantine	W	C	0.30	0.25	0.10
228 Houndour	D	C	0.40	0.25	0.10
229 Dark Houndoom	FR	H	10.50	7.90	6.80
231 Phanpy	C	C	0.30	0.25	0.10
232 Dark Donphan	F	H	8.50	7.70	6.80
233 Dark Porygon 2	H	C	8.30	7.70	6.80
246 Tarvitur	F	C	0.30	0.25	0.10
247 Dark Pupitar	F	U	1.00	1.00	0.80
248 Dark Tyranitar	F	H	9.80	7.70	7.00
248 Shining Tyranitar	D	UR 24.50	20.50	16.50	
251 Shining Selebi	G	UR 23.50	19.50	17.25	
Bill's Email	T	C	0.30	0.15	0.10
Counterattack Claw	T	U	1.00	0.90	0.50
Energy Amplifier	T	U	1.00</		



REBELLION (160 Figures)		UPPER	MEDIAN	LOWER
Mage Knight Set		763.75	724.25	684.50
Mage Knight Ltd. Preview Set		820.00	800.00	780.00
Mage Knight Starter Pack		18.50	18.00	18.00
Mage Knight Booster Pack		7.20	7.00	7.00

LIMITED PREVIEW FIGURES		RAR	UPPER	MEDIAN	LOWER
Alessi Ost (175)	UR	60.00	40.00	40.00	
Anunub (164)	UR	60.00	60.00	40.00	
Byrch (167)	UR	57.75	40.00	40.00	
Digger Khep (171)	UR	59.75	40.00	35.00	
Djalkmauk (162)	UR	50.50	40.00	35.00	
Fickett Townley (173)	UR	57.75	45.00	40.00	
Goltusep (169)	UR	60.00	45.00	40.00	
Kerrai (170)	UR	55.75	40.00	40.00	
Khujeret (161)	UR	60.00	40.00	40.00	
Nessa Nettle (165)	UR	60.00	50.00	40.00	
Oakes (168)	UR	60.00	45.00	40.00	
Ramkare (163)	UR	60.00	45.00	40.00	
Ravarshi (172)	UR	60.00	45.00	40.00	
Rowan (166)	UR	60.00	45.00	40.00	
Snow (174)	UR	60.00	45.00	40.00	
Torengor (176)	UR	60.00	45.00	40.00	

FIGURE NAME	RANK	RAR	UPPER	MEDIAN	LOWER
Altern Guardsman (58)	W	2	1.50	1.10	1.00
Altern Guardsman (59)	S	3	2.60	2.00	2.00
Altern Guardsman (60)	T	4	3.50	3.00	3.00
Amazon Blademistress (85)	W	2	2.00	1.40	1.00
Amazon Blademistress (86)	S	3	3.00	2.30	2.00
Amazon Blademistress (87)	T	4	4.00	3.30	3.00
Amazon Queen (152)	U	6	21.25	14.50	13.50
Amotep Gunner (49)	W	2	2.00	1.40	1.00
Amotep Gunner (50)	S	3	3.00	2.30	2.00
Amotep Gunner (51)	T	4	4.10	3.80	3.00
Amotep Incinerator (52)	W	2	2.00	1.40	1.00
Amotep Incinerator (53)	S	3	3.00	2.30	2.00
Amotep Incinerator (54)	T	4	4.00	3.30	3.00
Black Powder Boomer (88)	W	2	2.00	1.40	1.00
Black Powder Boomer (89)	S	3	3.00	2.30	2.00
Black Powder Boomer (90)	T	4	4.00	3.30	3.00
Blade Golem (55)	W	2	2.00	1.40	1.00
Blade Golem (56)	S	3	3.00	2.30	2.00
Blade Golem (57)	T	4	4.00	3.30	3.00
Bone Golem (76)	W	2	2.00	1.40	1.00
Bone Golem (77)	S	3	3.00	2.60	2.00
Bone Golem (78)	T	4	4.00	3.40	3.00
Brass Golem (7)	W	1	1.00	0.70	
Brass Golem (8)	S	2	2.00	1.80	1.20
Brass Golem (9)	T	3	3.00	3.00	2.00
Chaos Mage (154)	U	6	21.25	16.50	13.00
Crusher (112)	W	3	3.00	2.30	1.80
Crusher (113)	S	4	4.00	3.30	2.80
Crusher (114)	T	5	5.00	4.50	3.40
Crypt Worm (142)	W	3	3.00	2.00	1.80
Crypt Worm (143)	S	4	3.60	3.00	2.80
Crypt Worm (144)	T	5	5.00	4.50	3.50
Crystal Bladesman (19)	W	1	1.00	0.70	
Crystal Bladesman (20)	S	2	2.00	1.80	1.20
Crystal Bladesman (21)	T	3	3.00	2.80	2.00
Deep Spawn (130)	W	3	3.00	2.50	1.80
Deep Spawn (131)	S	4	4.00	3.30	2.80
Deep Spawn (132)	T	5	5.00	4.50	3.40
Demi-magus (10)	W	1	1.00	0.90	
Demi-magus (11)	S	2	2.00	1.80	1.20
Demi-magus (12)	T	3	3.00	2.80	2.10
Dwarven Berserker (46)	W	1	1.00	0.70	
Dwarven Berserker (47)	S	2	2.00	1.80	1.20
Dwarven Berserker (48)	T	3	3.00	2.80	2.00
Dwarven Fuser (91)	W	2	1.60	1.10	1.00
Dwarven Fuser (92)	S	3	2.60	2.00	2.00
Dwarven Fuser (93)	T	4	4.00	3.30	3.00
Dwarven Jarl (151)	U	6	19.75	12.00	12.00
Elemental Priest (147)	U	6	21.25	14.00	12.00
Feral Bloodsucker (34)	W	1	1.00	0.70	
Feral Bloodsucker (35)	S	2	2.00	1.80	1.20
Feral Bloodsucker (36)	T	3	3.00	2.80	2.00
Grave Robber (31)	W	1	1.00	0.80	
Grave Robber (32)	S	2	2.00	1.80	1.20
Grave Robber (33)	T	3	3.00	2.80	2.30
Half-troll Hacker (118)	W	3	3.00	2.30	1.80
Half-troll Hacker (119)	S	4	4.00	3.30	2.80
Half-troll Hacker (120)	T	5	5.00	4.50	3.40
Hierophant (160)	U	6	35.00	25.00	21.00
Imp (121)	W	3	2.60	2.00	1.80
Imp (122)	S	4	3.60	3.00	2.80
Imp (123)	T	5	5.00	4.50	3.40
Khamsin Freelancer (37)	W	1	1.00	0.70	
Khamsin Freelancer (38)	S	2	2.00	1.80	1.20
Khamsin Freelancer (39)	T	3	3.00	2.80	2.00
Khamsin Fuser (40)	W	1	1.00	0.70	
Khamsin Fuser (41)	S	2	2.00	1.80	1.20
Khamsin Fuser (42)	T	3	3.00	2.80	2.00
Ki Devil (133)	W	3	2.60	2.00	1.80
Ki Devil (134)	S	4	3.60	3.00	2.80
Ki Devil (135)	T	5	5.00	4.30	3.40
Leech Medic (43)	W	1	1.00	0.70	
Leech Medic (44)	S	2	2.00	1.80	1.20
Leech Medic (45)	T	3	3.00	2.80	2.00
Liege Knight (103)	W	3	2.60	2.00	1.80
Liege Knight (104)	S	4	4.00	3.30	2.90
Liege Knight (105)	T	5	5.00	4.50	3.40

Living Elemental (70)	W	2	2.00	1.40	1.00
Living Elemental (71)	S	3	3.00	2.50	2.00
Living Elemental (72)	T	4	4.00	3.30	3.00
Magna Draconum (157)	U	6	25.00	21.00	18.00
Magus (145)	U	6	24.25	17.00	15.75
Magus Draconum (158)	U	6	25.50	22.50	17.25
Mending Priestess (16)	W	1	1.00	0.80	
Mending Priestess (17)	S	2	2.00	1.80	1.20
Mending Priestess (18)	T	3	3.00	3.00	2.00
Mystic Draconum (159)	U	6	25.25	20.00	17.25
Necromancer (149)	U	6	21.25	16.75	13.50
Neophant (156)	U	6	21.25	16.75	13.50
Nightblade (28)	W	1	1.00	0.70	
Nightblade (29)	S	2	2.00	1.80	1.20
Nightblade (30)	T	3	3.00	2.50	2.00
Nightstalker (79)	W	2	2.00	1.40	1.00
Nightstalker (80)	S	3	2.60	2.30	2.00
Nightstalker (81)	T	4	3.60	3.00	3.00
Noble Archer (97)	W	3	3.00	2.00	1.80
Noble Archer (98)	S	4	3.60	3.00	2.80
Noble Archer (99)	T	5	5.00	4.80	3.40
Order of Vaald (150)	U	6	23.50	18.75	14.75
Paladin Prince (153)	U	6	21.25	14.50	12.00
Ranger (22)	W	1	1.00	0.70	
Ranger (23)	S	2	2.00	1.50	1.20
Ranger (24)	T	3	3.00	2.50	2.00
Royal Pikeam (100)	W	3	2.60	2.00	1.80
Royal Pikeam (101)	S	4	4.00	3.30	2.80
Royal Pikeam (102)	T	5	5.00	4.50	3.40
Screaching Terror (82)	W	2	2.00	1.40	1.00
Screaching Terror (83)	S	3	3.00	2.30	2.00
Screaching Terror (84)	T	4	4.00	3.30	3.00
Seething Knight (73)	W	2	2.00	1.40	1.00
Seething Knight (74)	S	3	3.00	2.30	2.00
Seething Knight (75)	T	4	4.00	3.30	3.00
Shade (127)	W	3	2.60	2.00	1.80
Shade (128)	S	4	3.60	3.00	2.80
Shade (129)	T	5	5.00	4.50	3.40
Shaman (115)	W	3	2.60	2.30	1.80
Shaman (116)	S	4	4.00	3.30	3.00
Shaman (117)	T	5	5.00	4.30	3.50
Skeleton (124)	W	3	3.00	2.30	2.00
Skeleton (125)	S	4	4.00	3.30	2.90
Skeleton (126)	T	5	5.00	4.50	3.40
Slasher (109)	W	3	2.60	2.30	1.80
Slasher (110)	S	4	4.00	3.30	2.80
Slasher (111)	T	5	5.00	4.50	3.40
Steam Golem (94)	W	2	2.00	1.70	1.20
Steam Golem (95)	S	3	3.00	3.00	2.00
Steam Golem (96)	T	4	4.00	3.70	3.00
Storm Golem (146)	U	6	25.25	25.00	23.75
Temple Blademaster (106)	W	3	3.00	2.30	1.80
Temple Blademaster (107)	S	4	3.60	3.30	2.80
Temple Blademaster (108)	T	5	5.00	4.50	3.50
Troll Artillerist (67)	W	2	2.00	1.40	1.00
Troll Artillerist (68)	S	3	3.00	2.60	2.00
Troll Artillerist (69)	T	4	4.00	3.50	3.00
Troll Brawler (64)	W	2	2.00	1.40	1.00
Troll Brawler (65)	S	3	2.60	2.30	2.00
Troll Brawler (66)	T	4	3.60	3.30	3.00
Troll Chieftain (148)	U	6	22.75	15.00	13.25
Utem Crossbowman (1)	W	1	1.00	0.70	
Utem Crossbowman (2)	S	2	2.00	1.50	1.20
Utem Crossbowman (3)	T	3	3.00	2.50	2.00
Utem Guardsman (4)	W	1	1.00	0.70	
Utem Guardsman (5)	S	2	2.00	1.50	1.20
Utem Guardsman (6)	T	3	3.00	2.50	2.00
Werebear (139)	W	3	3.00	2.30	1.80
Werebear (140)	S	4	4.00	3.30	2.80
Werebear (141)	T	5	5.00	4.30	3.00
Werewolf (135)	W	3	3.00	2.50	1.80
Werewolf (137)	S	4	4.00	3.30	2.80
Werewolf (138)	T	5	5.00	4.30	3.40
Wood Golem (61)	W	2	1.60	1.40	1.00
Wood Golem (62)	S	3	3.00	2.30	2.00
Wood Golem (63)	T	4	4.00	3.60	3.00
Woodland Scout (13)	W	1	1.00	0.70	
Woodland Scout (14)	S	2	2.00	1.80	1.20
Woodland Scout (15)	T	3	3.00	3.00	2.00
Wrath (155)	U	6	21.25	15.00	13.25
Zombie (25)	W	1	1.00	0.70	
Zombie (26)	S	2	2.00	1.80	1.20
Zombie (27)	T	3	3.00	2.50	2.00
Total			797.00	643.15	531.15

UNLIMITED (160 Figures)		UPPER	MEDIAN	LOWER
Unlimited Set		706.50	700.00	662.50
Unlimited Limited Prize Set		362.50	125.00	112.50
Unlimited Starter Pack		20.25	18.00	17.50
Unlimited Booster Pack		7.70	7.00	7.00

FIGURE NAME	RANK	RAR	UPPER	MEDIAN	LOWER
Altern Guardsman (#58)	W	2	2.00	1.50	1.00
Altern Guardsman (#59)	S	3	3.00	2.50	2.00
Altern Guardsman (#60)	T	4	4.00	3.00	2.50
Amazon Blademistress (#85)	W	2	2.00	1.50	1.00
Amazon Blademistress (#86)	S	3	3.00	2.50	2.00
Amazon Blademistress (#87)	T	4	4.00	3.00	2.50
Amazon Huntsman (#152)	U	6	17.50	15.00	14.50
Amotep Gunner (#49)	W	2	2.00	1.50	1.00
Amotep Gunner (#50)	S	3	3.00	2.50	2.00
Amotep Gunner (#51)	T	4	4.00	3.00	2.50
Barber-Surgeon (#115)	W	2	2.00	2.00	1.30
Barber-Surgeon (#116)	S	3	3.00	3.00	2.30
Barber-Surgeon (#117)	T	4	4.00	3.50	2.50
Black Powder Boomer (#88)	W	2	2.00	1.50	1.00
Black Powder Boomer (#89)	S	3	3.00	2.50	2.00
Black Powder Boomer (#90)	T	4	4.00	3.00	3.00
Blade Golem (#55)	W	2	2.00	1.50	1.00

Blade Golem (#56)	S	3	3.00	2.50	2.00
Blade Golem (#57)	T	4	4.00	3.00	2.50
Bladesmith Draconum (#157)	U	6	27.50	21.00	14.00
Bone Golem (#76)	W	2	2.00	1.50	1.00
Bone Golem (#77)	S	3	3.00	2.50	2.00
Bone Golem (#78)	T	4	4.00	3.00	2.50
Centaur Lieutenant (#67)	W	2	2.00	1.50	1.00
Centaur Lieutenant (#68)	S	3	3.00	2.50	2.00
Centaur Lieutenant (#69)	T	4			

Mage Knight



Arcane Draconum (142)	U	6	38.25	30.00	22.50
Barber-Surgeon (076)	W	2	1.60	1.50	1.00
Barber-Surgeon (077)	S	3	2.60	2.30	2.00
Barber-Surgeon (078)	T	4	3.60	3.30	3.00
Bone Grinder (073)	U	6	1.50	1.50	1.00
Bone Grinder (074)	S	3	2.60	2.30	2.00
Bone Grinder (075)	T	4	3.70	3.30	3.00
Cave Archer (127)	W	3	3.00	2.40	1.90
Cave Archer (128)	S	4	3.70	3.30	3.00
Cave Archer (129)	T	5	5.00	5.00	4.00
Cave Butcher (121)	W	3	3.00	2.40	1.90
Cave Butcher (122)	S	4	3.70	3.30	2.90
Cave Butcher (123)	T	5	5.10	5.00	4.00
Centaur Archer (010)	W	1	1.00	1.00	0.70
Centaur Archer (011)	S	2	1.80	1.60	1.40
Centaur Archer (012)	T	3	3.00	2.90	2.00
Centaur Lieutenant (052)	W	2	1.60	1.50	1.00
Centaur Lieutenant (053)	S	3	2.60	2.20	2.00
Centaur Lieutenant (054)	T	4	3.70	3.50	3.00
Centaur Outrider (007)	W	1	1.00	1.00	0.70
Centaur Outrider (008)	S	2	2.00	1.80	1.40
Centaur Outrider (009)	T	3	3.00	2.80	2.30
Champion (137)	U	6	25.25	19.50	14.75
Deepwood Sentinel (034)	W	1	1.00	1.00	0.70
Deepwood Sentinel (035)	S	2	1.80	1.60	1.40
Deepwood Sentinel (036)	T	3	2.80	2.60	2.20
Elf-at-Arms (028)	W	1	1.00	1.00	0.70
Elf-at-Arms (029)	S	2	1.80	1.60	1.40
Elf-at-Arms (030)	T	3	3.00	2.80	2.40
Elven Zealot (061)	W	2	1.70	1.50	1.00
Elven Zealot (062)	S	3	2.80	2.30	2.00
Elven Zealot (063)	T	4	3.50	3.30	3.00
Faith Healer (064)	W	2	1.70	1.50	1.00
Faith Healer (065)	S	3	2.50	2.20	2.00
Faith Healer (066)	T	4	3.50	3.30	3.00
Fell Banshee (103)	W	3	3.00	2.70	2.00
Fell Banshee (104)	S	4	3.50	3.30	3.00
Fell Banshee (105)	T	5	5.30	5.00	3.90
Fell Reaper (097)	W	3	3.00	2.50	2.00
Fell Reaper (098)	S	4	3.50	3.30	2.90
Fell Reaper (099)	T	5	5.10	5.00	3.90
Flesh Golem (055)	W	2	1.60	1.50	1.00
Flesh Golem (056)	S	3	2.50	2.20	2.00
Flesh Golem (057)	T	4	3.70	3.30	3.00
Goblin Archer (043)	W	1	1.00	1.00	0.70
Goblin Archer (044)	S	2	1.80	1.60	1.40
Goblin Archer (045)	T	3	3.00	2.70	2.00
Goblin Cannibal (040)	W	1	1.00	1.00	0.70
Goblin Cannibal (041)	S	2	1.80	1.60	1.40
Goblin Cannibal (042)	T	3	3.00	2.80	2.40
Goblin Grenadier (037)	W	1	1.00	1.00	0.70
Goblin Grenadier (038)	S	2	2.00	1.80	1.40
Goblin Grenadier (039)	T	3	3.00	2.70	2.30
Goblin Volunteer (046)	W	1	1.00	1.00	0.70
Goblin Volunteer (047)	S	2	1.80	1.60	1.40
Goblin Volunteer (048)	T	3	3.00	2.80	2.40
Hvy. Cavalier (118)	W	3	3.00	2.50	2.00
Hvy. Cavalier (119)	S	4	3.70	3.30	3.00
Hvy. Cavalier (120)	T	5	5.30	5.00	4.00
Hvy. Lancer (112)	W	3	3.00	2.60	2.00
Hvy. Lancer (113)	S	4	4.10	3.30	2.80
Hvy. Lancer (114)	T	5	5.10	5.00	4.00
High Battle Mage (133)	U	6	26.75	20.00	17.50
High Elf General (139)	U	6	23.25	16.00	13.50
Huntsman (058)	W	2	1.70	1.50	1.00
Huntsman (059)	S	3	2.80	2.40	2.00
Huntsman (060)	T	4	3.50	3.00	3.00
Iron Lung ["Iron Lung"] (004)	W	1	1.00	1.00	0.70
Iron Lung ["Iron Lung"] (005)	S	2	2.00	1.80	1.40
Iron Lung ["Iron Lung"] (006)	T	3	3.00	3.00	2.00
Khamsin Gunslinger (022)	W	1	1.00	1.00	0.70
Khamsin Gunslinger (023)	S	2	1.80	1.60	1.40
Khamsin Gunslinger (024)	T	3	3.00	3.00	2.80
King o' Dead (135)	U	6	25.25	18.50	12.75
Lich (141)	U	6	28.00	20.50	15.00
Lt. Cavalier (115)	W	3	3.00	2.30	1.90
Lt. Cavalier (116)	S	4	3.80	3.30	2.90
Lt. Cavalier (117)	T	5	5.10	5.00	4.00
Lt. Lancer (109)	W	3	3.00	2.30	2.00
Lt. Lancer (110)	S	4	3.80	3.30	3.00
Lt. Lancer (111)	T	5	5.10	4.50	3.80
Longbow Archer (031)	W	1	1.00	1.00	0.70

Longbow Archer (032)	S	2	2.00	1.80	1.40
Longbow Archer (033)	T	3	3.00	3.00	2.00
Lurker (016)	W	1	1.00	1.00	0.70
Lurker (017)	S	2	1.80	1.60	1.40
Lurker (018)	T	3	3.00	3.00	2.30
Marsh Zombie (013)	W	1	1.00	1.00	0.70
Marsh Zombie (014)	S	2	1.80	1.60	1.40
Marsh Zombie (015)	T	3	3.00	3.00	2.80
Martyr/Lt. Warhorse (138)	U	6	23.00	18.25	13.50
Night Banshee (106)	W	3	2.80	2.30	1.80
Night Banshee (107)	S	4	3.70	3.30	3.00
Night Banshee (108)	T	5	5.10	5.00	3.90
Night Reaper (100)	W	3	3.00	2.30	1.90
Night Reaper (101)	S	4	3.80	3.40	3.00
Night Reaper (102)	T	5	5.30	5.00	3.90
Scorpem Xbowman (091)	W	3	3.00	2.50	2.00
Scorpem Xbowman (092)	S	4	3.50	3.40	3.00
Scorpem Xbowman (093)	T	5	5.10	5.00	4.00
Scorpem Gunner (085)	W	3	3.00	2.50	2.00
Scorpem Gunner (086)	S	4	3.60	3.30	3.00
Scorpem Gunner (087)	T	5	5.00	5.00	4.00
Shield Maiden (019)	W	1	1.00	1.00	0.70
Shield Maiden (020)	S	2	1.80	1.60	1.40
Shield Maiden (021)	T	3	3.00	3.00	2.00
Shieldwall Knight (067)	W	2	1.50	1.50	1.00
Shieldwall Knight (068)	S	3	2.60	2.30	2.00
Shieldwall Knight (069)	T	4	3.50	3.30	3.00
Soaring Xbowman (094)	W	3	3.00	2.50	2.00
Soaring Xbowman (095)	S	4	3.80	3.30	2.90
Soaring Xbowman (096)	T	5	5.00	4.50	3.80
Soaring Gunner (088)	W	3	3.00	2.60	2.00
Soaring Gunner (089)	S	4	3.80	3.50	3.00
Soaring Gunner (090)	T	5	5.30	5.00	4.00
Specter (070)	W	2	2.00	1.50	1.20
Specter (079)	S	3	3.00	2.50	2.00
Specter (081)	T	4	3.80	3.50	3.00
Squire (025)	W	1	1.00	1.00	0.70
Squire (026)	S	2	1.80	1.60	1.40
Squire (027)	T	3	3.00	3.00	2.00
Taskmaster (140)	U	6	23.00	17.50	13.00
Technomancer (049)	W	2	1.50	1.50	1.30
Technomancer (050)	S	3	2.80	2.30	2.00
Technomancer (051)	T	4	3.50	3.50	3.00
Teuchun (134)	U	6	27.75	19.50	17.00
Tribal Brute (070)	W	2	1.60	1.50	1.00
Tribal Brute (071)	S	3	2.80	2.40	2.00
Tribal Brute (072)	T	4	3.50	3.00	3.00
Uhlrik Charger (136)	U	6	26.75	18.50	15.00
Whelp (082)	W	2	1.70	1.50	1.30
Whelp (083)	S	3	3.00	2.60	2.00
Whelp (084)	T	4	3.80	3.00	3.00
Whirling Golem (001)	W	1	1.00	1.00	0.70
Whirling Golem (002)	S	2	2.00	1.80	1.40
Whirling Golem (003)	T	3	3.00	3.00	2.30
Total			645.05	543.65	439.10

WHIRLWIND (142 Figures)		UPPER MEDIAN LOWER			
Whirlwind Set		798.75	757.50	716.25	
Whirlwind Limited Prize Set		885.00	870.00	855.00	
Whirlwind Booster Pack		7.10	7.00	7.00	

FIGURE NAME		RANKRAR	UPPER	MEDIAN	LOWER
Amazon Mancatcher (22)	W	1	1.00	1.00	0.50
Amazon Mancatcher (23)	S	2	1.70	1.40	1.00
Amazon Mancatcher (24)	T	3	2.70	2.30	2.00
Battle Queen (49)	W	2	1.10	1.00	1.00
Battle Queen (50)	S	3	2.20	2.00	2.00
Battle Queen (51)	T	4	3.50	3.00	2.70
Berserker (31)	W	1	1.00	1.00	0.50
Berserker (32)	S	2	1.70	1.50	1.00
Berserker (33)	T	3	2.70	2.30	2.00
Bond Maker (46)	W	1	1.00	1.00	0.50
Bond Maker (47)	S	2	1.70	1.50	1.00
Bond Maker (48)	T	3	2.70	2.30	2.00
Church Piper (64)	W	2	1.10	1.00	1.00
Church Piper (65)	S	3	2.20	2.00	2.00
Church Piper (66)	T	4	3.50	3.00	2.30
Crystal Sprite (10)	W	1	1.00	0.90	0.50
Crystal Sprite (11)	S	2	1.70	1.50	1.00
Crystal Sprite (12)	T	3	2.70	2.30	2.00
Dwarven Mt. Fuser (103)	W	3	2.20	2.00	1.50
Dwarven Mt. Fuser (104)	S	4	3.50	2.70	2.00
Dwarven Mt. Fuser (105)	T	5	5.00	3.60	3.00
Dwarven Ram (106)	W	3	2.20	2.00	1.50
Dwarven Ram (107)	S	4	3.50	2.70	2.00
Dwarven Ram (108)	T	5	5.00	3.60	3.00
Dwarven Rotary Fuser (58)	W	2	1.10	1.00	1.00
Dwarven Rotary Fuser (59)	S	3	2.20	2.00	2.00
Dwarven Rotary Fuser (60)	T	4	3.50	3.00	2.30
Elite Surok Apprentice (4)	W	1	1.00	0.80	0.50
Elite Surok Apprentice (5)	S	2	1.70	1.30	1.00
Elite Surok Apprentice (6)	T	3	2.70	2.30	1.90
Emerald Glade Mystery (133)	U	6	20.25	16.00	13.50
Galeshi Cavalryman (97)	W	3	2.20	2.00	1.50
Galeshi Cavalryman (98)	S	4	3.50	2.70	2.00
Galeshi Cavalryman (99)	T	5	5.00	3.70	3.00
Galeshi Dervish (19)	W	1	1.00	0.90	0.50
Galeshi Dervish (20)	S	2	1.70	1.40	1.00
Galeshi Dervish (21)	T	3	2.70	2.30	1.90
Galeshi Ram Charger (100)	W	3	2.20	2.00	1.80
Galeshi Ram Charger (101)	S	4	3.50	2.50	2.00
Galeshi Ram Charger (102)	T	5	5.00	3.70	3.00
Golden Orb Myrmidon (135)	U	6	22.00	17.50	13.50
Half-Troll Behemoth (138)	U	6	23.50	19.00	13.50
Heart Seeker (43)	W	1	1.00	0.80	0.50
Heart Seeker (44)	S	2	1.70	1.30	1.00
Heart Seeker (45)	T	3	2.70	2.30	1.90
Horned Hatchekrugg (109)	S	3	2.20	2.00	1.50
Horned Hatchekrugg (110)	S	4	3.50	2.70	2.00

Horned Hatchekrugg (111)	T	5	5.00	4.00	3.00
Horned Impaler (115)	W	3	2.20	2.00	1.40
Horned Impaler (116)	S	4	3.50	2.70	2.00
Horned Impaler (117)	T	5	5.00	3.70	3.00
Immortal Fanatic (61)	W	2	1.10	1.00	1.00
Immortal Fanatic (62)	S	3	2.20	2.00	1.90
Immortal Fanatic (63)	T	4	3.50	3.00	2.70
Incendiary Golem (1)	W	1	1.00	0.80	0.50
Incendiary Golem (2)	S	2	1.70	1.30	1.00
Incendiary Golem (3)	T	3	2.70	2.30	1.90
Krugg Heaver (40)	W	1	1.00	0.80	0.50
Krugg Heaver (41)	S	2	1.70	1.30	1.00
Krugg Heaver (42)	T	3	2.70	2.30	1.90
Krugg Seer (139)	U	6	16.50	14.50	12.75
Krugg Thug (37)	W	1	1.00	0.80	0.50
Krugg Thug (38)	S	2	1.70	1.30	1.00
Krugg Thug (39)	T	3	2.70	2.30	1.90
Launcher (34)	W	1	1.00	0.80	0.50
Launcher (35)	S	2	1.70	1.30	1.00
Launcher (36)	T	3	2.70	2.30	1.90
Mind Thief (76)	W	2	1.70	1.00	1.00
Mind Thief (77)	S	3	2.20	2.00	1.80
Mind Thief (78)	T	4	3.50	3.00	2.00
Morris Draconum (142)	U	6	25.25	22.50	19.50
Mtn. King (136)	U	6	23.50	19.50	17.50
Nightwitch (55)	W	2	1.10	1.00	1.00
Nightwitch (56)	S	3	2.20	2.00	2.00
Nightwitch (57)	T	4	3.50	3.00	2.70
Orc Captain (137)	U	6	17.5		

Mage Knight/HeroClix/Lord of the Rings

Corrupted Priest (#72)	T	5	5.00	5.00	4.00
Death Merchant (#43)	W	2	2.00	1.30	1.00
Death Merchant (#44)	S	3	3.00	2.50	2.00
Death Merchant (#45)	T	4	4.00	3.00	3.00
Detonating Zombie (#76)	W	3	3.00	2.50	2.00
Detonating Zombie (#77)	S	4	4.00	3.50	3.00
Detonating Zombie (#78)	T	5	5.00	5.00	4.00
Digger (#58)	W	2	2.00	1.30	1.00
Digger (#59)	S	3	3.00	2.50	2.00
Digger (#60)	T	4	4.00	3.00	3.00
Dwarven Axe-knight (#52)	W	2	2.00	1.30	1.00
Dwarven Axe-knight (#53)	S	3	3.00	2.50	2.00
Dwarven Axe-knight (#54)	T	4	4.00	3.00	3.00
Dwarven Miner (#22)	W	1	1.00	0.80	0.50
Dwarven Miner (#24)	T	3	3.00	2.50	1.90
Dwarven Pikeman (#19)	W	1	1.00	0.80	0.50
Dwarven Pikeman (#20)	S	2	2.00	1.30	1.00
Dwarven Pikeman (#21)	T	3	3.00	2.50	2.00
Dwarven Stomper (#94)	U	6	18.75	15.00	12.00
DwarvenMiner (#23)	S	2	2.00	1.70	1.00
Even Demi-magus (#51)	W	3	3.00	2.50	2.00
Even Demi-magus (#52)	S	4	4.00	3.00	3.00
Even Demi-magus (#53)	T	5	5.00	5.00	4.00
Even Recruit (#25)	W	1	1.00	0.80	0.50
Even Recruit (#26)	S	2	2.00	1.30	1.00
Even Recruit (#27)	T	3	3.00	2.50	2.00
Fanged Gunslinger (#73)	W	3	3.00	2.50	2.00
Fanged Gunslinger (#74)	S	4	4.00	3.00	3.00
Fanged Gunslinger (#75)	T	5	5.00	5.00	4.00
Fighting Automaton (#4)	W	1	1.00	0.80	0.50
Fighting Automaton (#5)	S	2	2.00	1.30	1.00
Fighting Automaton (#6)	T	3	3.00	2.50	2.00
Fodder (#28)	W	1	1.00	0.80	0.50
Fodder (#29)	S	2	2.00	1.30	1.00
Fodder (#30)	T	3	3.00	2.50	2.00
Gibbering Ghoul (#13)	W	1	1.00	0.80	0.50
Gibbering Ghoul (#14)	T	2	2.00	1.30	1.00
Gibbering Ghoul (#15)	T	3	3.00	2.50	2.00
Golem Mechanic (#79)	W	3	3.00	2.50	2.00
Golem Mechanic (#80)	S	4	4.00	3.00	3.00
Golem Mechanic (#81)	T	5	5.00	5.00	4.00
Impaling Golem (#31)	W	2	2.00	1.30	1.00
Impaling Golem (#32)	S	3	3.00	2.50	2.00
Impaling Golem (#33)	T	4	4.00	3.50	3.00
Infantry Captain (#55)	W	2	2.00	1.30	1.00
Infantry Captain (#56)	S	3	3.00	2.50	2.00
Infantry Captain (#57)	T	4	4.00	3.00	3.00
Magestone Lord (#34)	W	3	3.00	2.50	1.90
Magestone Lord (#35)	S	3	3.00	2.50	2.00
Magestone Lord (#36)	T	4	4.00	3.00	3.00
Mummy (#95)	U	6	19.25	15.00	13.75
Neopolis Judge (#93)	U	6	21.25	15.00	15.00
Nightfiend (#46)	W	2	2.00	1.30	1.00
Nightfiend (#47)	S	3	3.00	2.50	2.00
Nightfiend (#48)	T	4	4.00	3.00	3.00
Scouting Automaton (#1)	W	1	1.00	0.80	0.50
Scouting Automaton (#2)	S	2	2.00	1.30	1.00
Scouting Automaton (#3)	T	3	3.00	2.50	2.00
Sentry Golem (#50)	S	3	3.00	2.50	1.90
Sentry Golem (#51)	T	4	4.00	3.00	2.80
SentryGolem (#49)	W	2	2.00	1.70	1.00
Solonavi Avenger (#96)	U	6	26.25	20.00	14.75
Solonavi Creator (#100)	U	6	27.50	20.00	15.00
Solonavi Destroyer (#97)	U	6	26.25	20.00	14.75
Solonavi Striker (#98)	U	6	27.50	17.50	14.75
Solonavi Tormentor (#99)	U	6	26.25	20.00	14.75
Throttling Worms (#16)	W	1	1.00	0.80	0.50
Throttling Worms (#17)	S	2	2.00	1.30	1.00
Throttling Worms (#18)	T	3	3.00	2.50	2.00
Thunder Golem (#91)	U	6	27.50	19.00	15.00
Tomb Horror (#85)	W	3	3.00	2.50	2.00
Tomb Horror (#86)	S	4	4.00	3.50	3.00
Tomb Horror (#87)	T	5	5.00	5.00	4.00
Trog (#88)	W	3	3.00	2.50	2.00
Trog (#89)	S	4	4.00	3.00	3.00
Trog (#90)	T	4	4.20	3.50	3.00
Troll Gunner (#64)	W	3	3.00	2.50	2.00
Troll Gunner (#65)	S	4	4.00	3.00	3.00
Troll Gunner (#66)	T	5	5.00	5.00	4.00
Troll Zombie (#67)	W	3	3.00	2.50	2.00
Troll Zombie (#68)	S	4	4.00	3.00	3.00
Troll Zombie (#69)	T	5	5.00	5.00	4.00
Warbear (#37)	W	2	2.00	1.30	1.00
Warbear (#38)	S	3	3.00	2.50	2.00
Warbear (#39)	T	4	4.00	3.00	3.00
Warrior Sprite (#7)	W	1	1.00	0.80	0.50
Warrior Sprite (#8)	S	2	2.00	1.30	1.00
Warrior Sprite (#9)	T	3	3.00	2.50	2.00
Woodland Sniper (#10)	W	1	1.00	0.80	0.50
Woodland Sniper (#11)	S	2	2.00	1.30	1.00
Woodland Sniper (#12)	T	3	3.00	2.50	2.00
Wrath Golem (#82)	W	3	3.00	2.50	2.00
Wrath Golem (#83)	S	4	4.00	3.00	3.00
Wrath Golem (#84)	T	5	5.00	5.00	4.00
Total			506.95	397.00	326.05

Annihilus (#65)	E	3	3.30	3.00	2.50
Annihilus (#66)	R	4	4.30	4.00	3.50
Black Panther (#85)	R	3	3.30	3.00	2.50
Black Panther (#86)	E	4	4.30	4.00	3.50
Black Panther (#87)	V	5	5.60	5.30	4.90
Blade (#25)	R	1	1.40	1.00	0.90
Blade (#26)	E	2	2.40	2.00	1.30
Blade (#27)	R	3	3.80	3.00	2.70
Blizzard (#88)	R	3	3.50	3.00	2.70
Blizzard (#89)	E	4	4.30	4.00	3.50
Blizzard (#90)	V	5	5.50	5.00	4.70
Boomerang (#40)	R	2	2.10	2.00	1.30
Boomerang (#41)	E	3	3.30	3.00	2.50
Boomerang (#42)	V	4	4.30	4.00	3.50
Bullseye (#100)	R	3	3.30	3.00	2.50
Bullseye (#101)	E	4	4.30	4.00	3.50
Bullseye (#102)	V	5	5.60	5.30	4.70
Captain America (#67)	R	3	3.80	3.00	2.70
Captain America (#68)	E	4	4.80	4.00	3.70
Captain America (#69)	V	5	6.00	5.80	4.70
Captain America (#148)	U	6	26.25	25.00	18.75
Constrictor (#37)	R	2	2.10	2.00	1.30
Constrictor (#38)	E	3	3.30	3.00	2.50
Constrictor (#39)	V	4	4.30	4.00	3.50
Controller (#115)	R	3	3.30	3.00	2.50
Controller (#116)	E	4	4.30	4.00	3.50
Controller (#117)	V	5	5.50	5.00	4.70
Cyclops (#82)	R	3	3.80	3.00	2.50
Cyclops (#83)	E	4	4.80	4.00	3.50
Cyclops (#84)	V	5	6.00	5.30	4.70
Cyclops (#147)	U	6	25.00	21.00	15.00
Daredevil (#97)	R	3	3.50	3.00	2.70
Daredevil (#98)	E	4	4.50	4.00	3.70
Daredevil (#99)	V	5	6.00	5.50	4.70
Dr. Strange (#124)	R	3	3.30	3.00	2.70
Dr. Strange (#125)	E	4	4.30	4.00	3.70
Dr. Strange (#126)	V	5	5.60	5.30	4.70
Elektra (#31)	R	2	2.40	2.00	1.30
Elektra (#32)	E	3	3.50	3.00	2.50
Elektra (#33)	V	4	4.50	4.00	3.50
Elektra (#144)	U	6	22.75	20.00	16.75
Firelord (#136)	R	3	3.30	3.00	2.50
Firelord (#137)	E	4	4.30	4.00	3.50
Firelord (#138)	V	5	5.50	5.00	4.70
Henchman (#16)	W	1	1.00	1.00	0.90
Henchman (#17)	E	2	2.10	2.00	1.30
Henchman (#18)	R	3	3.00	3.00	2.30
Hercules (#118)	V	3	3.30	3.00	2.50
Hercules (#119)	E	4	4.30	4.00	3.50
Hercules (#120)	V	5	5.50	5.00	4.70
Hobgoblin (#52)	R	2	2.10	2.00	1.50
Hobgoblin (#53)	E	3	3.30	3.00	2.50
Hobgoblin (#54)	V	4	4.30	4.00	3.50
Hulk (#58)	W	2	2.60	2.00	1.70
Hulk (#59)	E	3	4.00	3.50	2.70
Hulk (#60)	V	4	5.00	4.50	3.70
Hydra Medic (#10)	E	1	1.10	1.00	0.90
Hydra Medic (#11)	E	2	2.10	2.00	1.00
Hydra Medic (#12)	V	3	3.00	3.00	2.30
Hydra Operative (#7)	U	1	1.10	1.00	0.90
Hydra Operative (#8)	E	2	2.10	2.00	1.00
Hydra Operative (#9)	R	3	3.00	3.00	2.30
Jean Grey (#49)	E	2	2.60	2.00	1.30
Jean Grey (#50)	E	3	3.80	3.00	2.50
Jean Grey (#51)	V	4	4.80	4.00	3.50
Juggernaut (#79)	R	3	3.80	3.00	2.50
Juggernaut (#80)	E	4	4.80	4.00	3.50
Juggernaut (#81)	V	5	6.00	5.30	4.70
Juggernaut (#146)	U	6	25.00	25.00	19.75
Kang (#130)	R	3	3.30	3.00	2.50
Kang (#131)	E	4	4.30	4.00	3.50
Kang (#132)	V	5	5.50	5.00	4.70
Kingpin (#43)	R	2	2.10	2.00	1.30
Kingpin (#44)	E	3	3.30	3.00	2.50
Kingpin (#45)	V	4	4.30	4.00	3.50
Klaw (#112)	R	3	3.30	3.00	2.50
Klaw (#113)	E	4	4.30	4.00	3.50
Klaw (#114)	V	5	5.50	5.00	4.70
Magneto (#127)	R	3	4.00	3.50	2.70
Magneto (#128)	E	4	5.00	4.50	3.70
Magneto (#129)	V	5	6.00	5.80	4.70
Mr Hyde (#109)	R	3	3.30	3.00	2.50
Mr. Hyde (#110)	E	4	4.30	4.00	3.50
Mr. Hyde (#111)	V	5	5.50	5.00	4.70
Nightmare (#142)	U	6	22.75	19.00	14.25
Professor Xavier (#76)	R	3	3.30	3.00	2.50
Professor Xavier (#77)	E	4	4.30	4.00	3.70
Professor Xavier (#78)	V	5	5.60	5.00	4.50
Professor Xavier (#145)	U	6	26.25	21.50	17.00
Puppet Master (#61)	R	2	2.10	2.00	1.30
Puppet Master (#62)	E	3	3.50	3.00	2.70
Puppet Master (#63)	V	4	4.40	4.00	3.60
Pyro (#91)	R	3	3.30	3.00	2.50
Pyro (#92)	E	4	4.30	4.00	3.50
Pyro (#93)	V	5	5.50	5.00	4.60
Quasar (#140)	U	6	25.00	17.50	14.25
Quicksilver (#106)	R	3	3.30	3.00	2.50
Quicksilver (#107)	E	4	4.30	4.00	3.50
Quicksilver (#108)	V	5	5.50	5.00	4.70
Rogue (#121)	R	3	3.80	3.00	2.50
Rogue (#122)	E	4	4.80	4.00	3.50
Rogue (#123)	V	5	6.00	5.30	4.70
Sabretooth (#55)	R	2	2.60	2.00	1.70
Sabretooth (#56)	E	3	4.00	3.50	2.70
Sabretooth (#57)	V	4	5.00	4.50	3.70
Scarlet Witch (#103)	R	3	3.30	3.00	2.50
Scarlet Witch (#104)	E	4	4.30	4.00	3.50
Scarlet Witch (#105)	V	5	5.50	5.00	4.70
SHIELD Agent (#1)	R	1	1.10	1.00	0.90

SHIELD Agent (#2)	E	2	2.00	2.00	1.00
SHIELD Agent (#3)	V	3	3.00	3.00	2.30
SHIELD Medic (#4)	R	1	1.10	1.00	0.90
SHIELD Medic (#5)	E	2	2.00	2.00	1.00
SHIELD Medic (#6)	V	3	3.00	3.00	2.30
Skull Agent (#19)	R	1	1.00	1.00	0.90
Skull Agent (#20)	E	2	2.00	2.00	1.30
Skull Agent (#21)	V	3	3.00	3.00	2.30
Skull Warrior (#22)	R	1	1.00	1.00	0.90
Skull Warrior (#23)	E	2	2.00	2.00	1.00
Skull Warrior (#24)	V	3	3.00	3.00	2.30
Spider-Man (#70)	R	3	4.30	4.00	2.70
Spider-Man (#71)	E	4	5.50	5.00	3.70
Spider-Man (#72)	V	5	6.50	6.00	5.00
Spider-Man (#150)	U	6	35.75	30.00	28.50
Thanos (#141)	U	6	31.25	29.00	22.50
Thug (#13)	R	1	1.00	1.00	0.90
Thug (#14)	E	2	2.00	2.00	1.00
Thug (#15)	V	3	3.30	3.00	2.30
Ultron (#133)	R	3	3.30	3.00	2.30
Ultron (#134)	E	4	4.30	4.00	3.50
Ultron (#135)	V				

Lord of the Rings



Goblin Domain	MO	R	4.00	4.00	3.00
Goblin Marksman	MO	C	0.25	0.25	0.10
Goblin Patrol Troop	MO	C	0.25	0.25	0.10
Goblin Runner	MO	U	1.00	1.00	0.80
Goblin Scavengers	MO	C	0.25	0.25	0.10
Goblin Scimitar	MO	C	0.25	0.25	0.10
Goblin Sneak	MO	U	1.00	1.00	0.80
Goblin Spear	MO	C	0.25	0.25	0.10
Goblin Swarms	MO	R	5.00	4.00	3.50
Goblin Wallcrawler	MO	C	0.25	0.25	0.10
Goblin Warrior	MO	C	0.25	0.25	0.10
Gondor's Vengeance	GO	C	0.25	0.25	0.10
Great Shield	GO	C	0.25	0.25	0.10
Greatest Kingdom of My People	DW	R	4.00	4.00	3.00
Greed	IS	R	4.00	4.00	3.00
Green Dragon Inn	U	1.00	1.00	0.50	
Green Hill Country	U	1.00	1.00	0.50	
Grimir: Dwarven Elder	DW	U	1.00	1.00	0.80
Guard Commander	MO	R	4.00	4.00	3.00
Gwemegil	EL	R	5.00	4.00	4.00
Haldir: Elf Of The Golden Wood	EL	U	1.10	1.00	0.80
Haifling Defenses	SH	U	1.00	1.00	0.80
Halls of My Home	DW	C	0.25	0.25	0.10
Hate	SA	R	4.00	4.00	4.00
Here Lies Balin, Son of Fundin	DW	C	0.25	0.25	0.10
Hobbit Appetite	SH	C	0.25	0.25	0.10
Hobbit Farmer	SH	C	0.25	0.25	0.10
Hobbit Intuition	SH	C	0.25	0.25	0.10
Hobbit Party Guest	SH	C	0.25	0.25	0.10
Hobbit Stealth	SH	C	0.25	0.25	0.10
Hobbit Sword	SH	C	0.25	0.25	0.10
Hunt of Thousands	MO	C	0.25	0.25	0.10
Hush Them Down!	IS	U	1.00	1.00	0.80
In the Ringwraith's Wake	RW	R	4.50	4.00	3.00
Intimidate	GA	C	0.25	0.25	0.10
Journey Into Danger	SA	R	4.00	4.00	3.00
Legolas: Greenleaf	EL	R	12.00	7.40	6.00
Legolas: Prince Of Mirkwood	EL	U	1.10	1.00	0.80
Let Folly Be Our Cloak	GA	U	1.00	1.00	0.80
Let Them Come!	DW	C	0.25	0.25	0.10
Lightfootedness	EL	C	0.25	0.25	0.10
Longbottom Leaf	SH	C	0.25	0.25	0.10
Lord of Moria	DW	C	0.25	0.25	0.10
Lorien Elf	EL	C	0.25	0.25	0.10
Lost to the Goblins	MO	R	4.00	4.00	3.00
Luthorien Woods	U	1.00	1.00	0.50	
Lurtz: Servant Of Isengard	IS	R	7.40	6.00	5.80
Lurtz's Battle Cry	IS	R	4.10	4.00	4.00
Mallorn-trees	EL	U	1.00	1.00	0.80
Master Proudfoot:					
Distant Relative Of Bilbo	SH	U	1.00	1.00	0.80
Friend To Sam	SH	R	6.50	5.00	4.00
Merry: From O'er					
The Brandywine	SH	C	0.25	0.25	0.10
Midgewater Marshes	U	1.00	1.00	0.50	
Midgewater Moors	U	1.00	1.00	0.50	
Mithril Mine	U	1.00	1.00	0.50	
Mithril Shaft	DW	R	4.00	4.00	3.00
Mordor Enraged	SA	R	4.00	4.00	3.00
Mordor's Strength	SA	C	0.25	0.25	0.10
Morgul Blade	RW	R	5.00	4.00	4.00
Morgul Gates	RW	R	4.00	4.00	3.00
Morgul Hunter	SA	R	4.20	4.00	3.80
Morgul Skirmisher	SA	U	1.00	1.00	0.80
Morgul Skulker	SA	U	1.00	1.00	0.80
Morgul Warden	SA	R	5.00	4.00	3.00
Moria Axe	MO	R	4.50	4.00	3.50
Moria Lake	C	0.25	0.25	0.10	
Moria Scout	MO	C	0.25	0.25	0.10
Moria Stairway	U	1.00	1.00	0.50	
Mysterious Wizard	GA	C	0.25	0.25	0.10
Nazgul Sword	RW	U	1.00	1.00	0.80
No Ordinary Storm	IS	U	1.00	1.00	0.80
No Stranger to the Shadows	GO	U	1.00	1.00	0.80
Noble Intentions	SH	C	0.25	0.25	0.10
Nobody Tosses a Dwarf	RW	R	4.00	4.00	3.00
Not Easily Destroyed	DW	U	1.00	1.00	0.80
Old Toby	SH	C	0.25	0.25	0.10
One Whom Men Would Follow	GO	U	1.00	1.00	0.80
Orc Ambusher	SA	C	0.25	0.25	0.10
Orc Assassin	SA	U	1.00	1.00	0.80
Orc Banner	SA	R	4.00	4.00	3.00

Orc Bowman	SA	R	5.00	4.00	3.50
Orc Butcher	SA	R	4.00	4.00	3.00
Orc Chieftain	SA	C	0.25	0.25	0.10
Orc Hunters	SA	U	1.00	1.00	0.80
Orc Inquisitor	SA	C	0.25	0.25	0.10
Orc Scimitar	SA	C	0.25	0.25	0.10
Orc Scouting Band	SA	U	1.00	1.00	0.80
Orc Soldier	SA	C	0.25	0.25	0.10
Orc War Band	SA	R	4.50	4.00	4.00
Orophin: Lorien Bowman	EL	U	1.10	1.00	0.80
Orthanc Assassin	IS	R	5.00	4.00	4.00
Ottar: Man Of Laketown	GA	R	4.50	4.00	4.00
Pary	IS	R	4.50	4.00	3.00
Pass of Caradhras	U	1.00	1.00	0.50	
Pathfinder	GO	C	0.25	0.25	0.10
Paths Seldom Trodden	RW	U	1.00	1.00	0.80
Pillars of the Kings	U	1.00	1.00	0.50	
Pinned Down	MO	C	0.25	0.25	0.10
Pippin: Friend To Frodo	SH	C	0.25	0.25	0.10
Pippin: Hobbit					
Of Some Intelligence	SH	R	8.00	6.00	5.00
Plundered Armories	MO	C	0.25	0.25	0.10
Power According to His Stature	SH	R	4.20	4.00	4.00
Pursuit Just Behind	GO	R	4.00	4.00	3.00
Questions That Need Answering	GA	R	4.00	4.00	3.00
Ranger's Sword	GO	U	1.00	1.00	0.80
Relentless	MO	U	1.00	1.00	0.80
Relentless Charge	RW	U	1.00	1.00	0.80
Relics of Moria	MO	R	4.00	4.00	3.00
Return to Its Master	RW	R	4.00	4.00	3.00
Risk a Little Light	GA	C	0.25	0.25	0.10
Rivendell Terrace	U	1.00	1.00	0.50	
Rivendell Valley	U	1.00	1.00	0.50	
Rivendell Waterfall	U	1.00	1.00	0.50	
Rosie Cotton: Hobbiton Lass	SH	U	1.00	1.00	0.80
Rumi: Elven Protector	EL	U	1.50	1.00	0.80
Sam: Faithful Companion	SH	R	8.00	6.80	5.00
Sam: Son Of Hamfast	SH	C	0.25	0.25	0.10
Saruman's Ambition	IS	C	0.25	0.25	0.10
Saruman's Chill	IS	C	0.25	0.25	0.10
Saruman's Frost	IS	U	1.00	1.00	0.80
Saruman's Power	IS	U	1.00	1.00	0.80
Saruman's Reach	IS	R	4.00	4.00	3.00
Saruman's Snows	IS	C	0.25	0.25	0.10
Sauron's Defenses	SA	U	1.00	1.00	0.80
Savagery to Match Their Numbers	IS	R	4.00	4.00	3.00
Seeking It Always	SA	U	1.00	1.00	0.80
Seeking Its Master	SA	R	4.00	4.00	3.00
Servant of the Secret Fire	GA	R	4.50	4.00	4.00
Shadow's Reach	SA	C	0.25	0.25	0.10
Shire Lookout Point	U	1.00	1.00	0.50	
Shores of Men Hithael	U	1.00	1.00	0.50	
Shoulder to Shoulder	EL	C	0.25	0.25	0.10
Stiinde: Elf Of Mirkwood	EL	U	1.00	1.00	0.80
Silverode Banks	U	1.00	1.00	0.50	
Sleep, Caradhras	GA	C	0.25	0.25	0.10
Slopes of Amon Hen	U	1.00	1.00	0.50	
Songs of the Blessed Realm	SH	C	0.25	0.25	0.10
Sorry About Everything	SH	C	0.25	0.25	0.10
Spies of Saruman	IS	R	4.00	4.00	3.00
Stairs of Khazad-dum	DW	C	0.25	0.25	0.10
Stand Against Darkness	EL	U	1.00	1.00	0.80
Still Draws Breath	DW	C	0.25	0.25	0.10
Sting	SH	R	6.30	5.30	4.50
Stone Trolls	SH	R	5.00	4.00	3.00
Stout and Sturdy	SH	C	0.25	0.25	0.10
Strength Born of Fear	SA	C	0.25	0.25	0.10
Strength of Kings	GO	R	4.00	4.00	3.50
Strength of Spirit	GA	C	0.25	0.25	0.10
Summit of Amon Hen	C	0.25	0.25	0.10	
Support of the					
Last Homely House	EL	U	1.00	1.00	0.80
Swan-ship of the Galadhrim	EL	U	1.00	1.00	0.80
Sword of Minas Morgul	RW	U	1.00	1.00	0.80
Swordarm of the White Tower	GO	C	0.25	0.25	0.10
Swordsmen of the Northern Kingdom	GO	C	0.25	0.25	0.10
The Bridge of Khazad-dum	C	0.25	0.25	0.10	
The Choice of Luthien	GO	R	4.00	4.00	3.50
The Council of Eornd	EL	R	4.00	4.00	3.00
The Dark Lord's Summons	SA	U	1.00	1.00	0.80
The End Comes	MO	R	4.00	4.00	3.00
The Gaffer: Sam's Father	SH	R	5.00	4.50	4.00
The Gaffer's Pipe	SH	U	1.00	1.00	0.80
The Irresistible Shadow	SA	R	4.00	4.00	3.80
The Last Alliance of Elves and Men	EL	R	4.50	4.00	3.30
The Long Dark	MO	U	1.00	1.00	0.80
The Master's Will	RW	U	1.00	1.00	0.80
The Mirror of Galadri	EL	R	5.00	4.00	4.00
The Misadventure of Mr. Underhill	IS	R	4.50	4.00	3.00
The Nine Servants of Sauron	RW	U	1.00	1.00	0.80
The Nine Walkers	GA	R	4.50	4.00	4.00
The Number Must Be Few	SA	U	1.00	1.00	0.80
The One Ring: Isildur's Bane	R	8.00	7.00	6.00	
The One Ring: The Ruling Ring	C	0.25	0.25	0.10	
The Pale Blade	RW	R	5.00	5.00	4.00
The Prancing Pony	U	1.00	1.00	0.50	
The Ring's Oppression	SA	C	0.25	0.25	0.10
The Saga of Elendil	GO	R	4.20	4.00	4.00
The Seen and the Unseen	EL	C	0.25	0.25	0.10
The Splendor of Their Banners	EL	R	4.00	4.00	3.00
The Tale of Gil-galad	EL	R	4.20	4.00	4.00
The Twilight World	RW	R	4.00	4.00	3.00
The Underdeeps of Moria	MO	R	4.00	4.00	3.00

The Weight of a Legacy	SA	R	4.00	4.00	3.00
The White Arrows of Lorien	EL	C	0.25	0.25	0.10
The Witch-king:					
Lord Of Angmar	RW	R	12.00	8.00	7.50
Their Arrows Enrage	IS	C	0.25	0.25	0.10
Their Halls of Stone	DW	C	0.25	0.25	0.10
Their Power Is in Terror	RW	U	1.00	1.00	0.80
There and Back Again	SH	C	0.25	0.25	0.10
They Are Coming	MO	C	0.25	0.25	0.10
Thin and Stretched	SA	R	4.00	4.00	3.50
Thrain: Dwarven Smith	DW	U	1.00	1.00	0.80
Their Power Is in Terror	MO	C	0.25	0.25	0.10
Threshold of Shadow	RW	U	1.00	1.00	0.80
Thror's Map	SH	R	4.50	4.00	4.00
Through the Misty Mountains	MO	U	1.00	1.00	0.80
Tol Brandir	U	1.00	1.00	0.50	
Tower Lieutenant	SA	U	1.00	1.00	0.80
Traitor's Voice	IS	U	1.00	1.00	0.80
Treachery Deeper Than You Know	GA	C	0.25	0.25	0.10
Troll's Keyword	MO	R	4.00	4.00	3.50
Trollshaw Forest	U	1.00	1.00	0.50	
Troop of Uruk-hai	IS	R	4.20	4.00	3.30
Ulairi Attea:					
Keeper Of Dol Guldur	RW	R	7.50	6.00	5.00
Ulairi Camba:					
Lieutenant Of Dol Guldur	RW	R	7.50	5.00	5.00
Ulairi Enqua:					
Lieutenant Of Morgul	RW	U	1.10	1.00	1.00
Ulairi Lemena:					
Lieutenant Of Morgul	RW	U	1.10	1.00	1.00
Ulairi Nelya:					
Lieutenant Of Morgul	RW	U	1.10	1.00	1.00
Ulairi Nertea:					
Messenger Of Dol Guldur	RW	U	1.10	1.00	1.00
Ulairi Ostia:					
Lieutenant Of Morgul	RW	U	1.30	1.00	1.00
Ulairi Toldea:					
Messenger Of Morgul	RW	R	7.00	5.00	4.80
Under the Watching Eye	SA	C	0.25	0.25	0.10
Unfamiliar Territory	MO	C	0.25	0.25	0.10
Uruk Bloodlust	IS	C	0.25	0.25	0.10
Uruk Brood	IS	C	0.25	0.25	0.10
Uruk Fighter	IS	C	0.25	0.25	0.10
Uruk Guard	IS	R	4.50	4.00	3.50
Uruk Lieutenant	IS	R	4.50	4.00	3.50
Uruk Messenger	IS	C	0.25	0.25	0.10
Uruk Rager	IS	C	0.25	0.25	0.10

Buffy the Vampire Slayer/DragonBall Z



PERGAMUM PROPHECY (200 Cards)

Buffy Set	300.00	300.00	300.00
Buffy Starter Box	92.25	88.00A	83.50
Buffy Booster Box	106.75	97.75A	89.00
Buffy Starter Deck	11.00	10.00	9.00
Buffy Booster Pack	3.60	3.40	3.20
CARD NAME	RAR	UPR	MED
1630 Revello Drive	U	0.80	0.50
A Boy and his Guillotine	R	4.00	2.50
A Dead Cheerleader is a Good Cheerleader	C	0.25	0.25
A Friend in Need	U	0.80	0.50
A Quick Jaunt to the Funeral Home	C	0.25	0.25
Aaack! Spiders!	C	0.25	0.25
Abduction	C	0.25	0.25
Absalom	U	0.80	0.50
Alone	R	4.00	2.50
Amber Grove	U	0.80	0.50
An Innocent Guillotine	U	0.80	0.50
Andrew Borba	U	0.80	0.50
Angel	R	7.00	3.00
Angel	R	7.00	3.00
Angel	P	3.70	3.30A
Angel	P	3.70	3.30A
Animal Intensity	C	0.25	0.25
Ashes of Five Dead	R	4.00	2.50
Babe-tude	U	0.80	0.50
Bat Sonar	U	0.80	0.50
Billy Palmer	U	0.80	0.50
Blayne Mall	U	0.80	0.50
Body Switch	C	0.25	0.25
Book Learning	U	0.80	0.50
Bow before the Idiot Box	C	0.25	0.25
Buffy Summers	UR	75.50	26.00
Buffy Summers	R	7.90	4.80
Buffy Summers	P	2.90	2.50
Buffy Summers	P	2.90	2.50
Caterflea Soylent Green	U	0.80	0.50
Catherine Madison	U	0.80	0.50
Cemetery	U	0.80	0.50
Cheerleader Tryouts	C	0.25	0.25
Chris Epps	U	0.80	0.50
Circle of Keyless	R	4.00	2.50
Claw	U	0.80	0.50
Clumsy Fingers	U	0.80	0.50
Coach Herold	U	0.80	0.50
Collin, The Anointed One	R	4.10	2.80
Collin, The Anointed One	R	4.10	2.80
Collin, The Anointed One	P	2.40	2.20A
Collin, The Anointed One	P	2.40	2.20A
Computer Invasion	U	0.80	0.50
Cordelia	U	0.80	0.50
GRD	U	0.80	0.50
Creep Factor	U	0.80	0.50
Cricket Snack	R	4.00	2.50
Darla	R	4.30	3.00
Decisions, Decisions...	R	4.00	2.50
Demon Theory	C	0.25	0.25
Demonic Smackdown	R	4.30	3.00
Demonology 101	U	0.80	0.50
Dig Up The Corpses	U	0.80	0.50
Dr. Gregory	U	0.80	0.50
Drusilla	R	4.30	3.00
Drusilla	R	4.30	3.00
Drusilla	P	2.40	2.20A
Drusilla	P	2.40	2.20A
Electrical Tunnels Schematic	C	0.25	0.25
Empty Puppet Case	C	0.25	0.25
Expert on Weird	U	0.80	0.50
Facing Your Fear	C	0.25	0.25
Fast Pace	U	0.80	0.50
Faast On Virgins	C	0.25	0.25
Feeding Time	C	0.25	0.25
Festival of Saint Vicious	U	0.80	0.50
Fire Axe	U	0.80	0.50
Football field	R	4.00	2.50
Fritz	U	0.80	0.50
From the Ashes of Five Dead	C	0.25	0.25
Giles-mobile	U	0.80	0.50
Go Home And Listen To Country Music	R	4.00	2.50

Gone Binary	U	0.80	0.50
Hair Flip	U	0.80	0.50
Hank Summers	U	0.80	0.50
Harmony	U	0.80	0.50
Hit the Streets	C	0.25	0.25
Hospital	R	4.00	2.50
Hot Dog Surprise	R	4.00	2.50
Hyena exhibit	U	0.80	0.50
Hyenas in the Classroom	U	0.80	0.50
I Quit	U	0.80	0.50
I Robot, You Jane	R	4.30	3.00
Inside Joke	R	4.30	3.00
Jenny Calendar	U	0.80	0.50
Jesse	U	0.80	0.50
Join the Pep-Squad	R	4.00	2.50
Joyce Summers	U	0.80	0.50
Lair of the Master Lounging About	R	4.30	3.00
With Imbeciles	U	0.80	0.50
Lucky 19 Baseball Jersey	U	0.80	0.50
Luke	U	0.80	0.50
Madison House	U	0.80	0.50
Marc, The Organ Stealer	U	0.80	0.50
Master Bones	R	4.00	2.50
Mausoleum	C	0.25	0.25
May Queen Dress	U	0.80	0.50
Mayhem at the Bronze	C	0.25	0.25
Metal Robot Body	U	0.80	0.50
Mitch	U	0.80	0.50
Moloch, the Corruptor	U	0.80	0.50
Morning Person	U	0.80	0.50
My Spider Sense is Tingling	C	0.25	0.25
Natalie French	U	0.80	0.50
Natalie French's Cellar	C	0.25	0.25
Never Kill a Boy on the First Date	U	0.80	0.50
New Kid On The Block	C	0.25	0.25
Nightmares of Mine	R	4.30	3.00
Not Prepared For Farrah Fawcett	C	0.25	0.25
Number 1 Alternate	C	0.25	0.25
Off of Ugly Death	U	0.80	0.50
Off-the-charts Smart	U	0.80	0.50
Oh, May Queen	C	0.25	0.25
Oh, the "Other" Cemetery	U	0.80	0.50
On Patrol	C	0.25	0.25
Overhand Toss	C	0.25	0.25
Owen Thurman	U	0.80	0.50
Pack Rat	U	0.80	0.50
Parent Teacher Night	U	0.80	0.50
Pergamum Codex	R	4.30	3.00
Pergamum Prophecy	R	4.30	3.00
Pool of Blood	C	0.25	0.25
Power of the Black Mass	U	0.80	0.50
Power Station	C	0.25	0.25
Primal Connection	UR	23.75	20.00
Primal Urges	U	0.80	0.50
Priority Check	C	0.25	0.25
Public Restroom	C	0.25	0.25
Real Literary-like	R	4.00	2.50
Reviving the Master	U	0.80	0.50
Ring of Prophecy	U	0.80	0.50
Run, Fast!	U	0.40	2.50
Rupert Giles	R	4.30	3.00
Rupert Giles	R	4.30	3.00
Rupert Giles	P	2.40	2.20A
Rupert Giles	P	2.40	2.20A
Rupert Giles	U	0.80	0.50
Scully Me!	U	0.80	0.50
Self-Referential Humor	R	4.00	2.50
Sentient Cheerleading Tryout	U	0.80	0.50
Shaky on the Dismount	U	0.80	0.50
Sid	U	0.80	0.50
Sledgehammer	U	0.80	0.50
Spellcasting Dolls	R	4.00	2.50
Spike	R	8.00	5.00
Spike	R	8.00	5.00
Spike	P	2.90	2.50
Spike	P	2.90	2.50
Stake & Crossbow	U	0.80	0.50
Stake 'em high	U	0.80	0.50
Streets of Sunnydale	C	0.25	0.25
Sunnydale Funeral Home	U	0.80	0.50
Sunnydale High	R	4.00	2.50
Sunnydale High School Computer Lab	U	0.80	0.50
Sunnydale High School Library	U	0.80	0.50
Sunnydale School Hallways	C	0.25	0.25
Sunnydale School Lawn	U	0.80	0.50
Sunset	R	4.00	2.50
Superior Fighting	R	4.00	2.50
Supernatural Boost	R	4.30	3.00
Talent Show	U	0.80	0.50
Technopaganism	U	0.80	0.50
Testosterone	C	0.25	0.25
The Bronze	C	0.25	0.25
The CPZ Thing	C	0.25	0.25
The Dead Have Risen	UR	21.00	20.00
The Master	UR	32.50	21.00
The Master	R	4.80	4.00
The Master	P	2.60	2.20A
The Master	P	2.60	2.20A
The Master Returns	R	4.80	4.00
The Nest	C	0.25	0.25
The Old Madison Body-Switch	U	0.80	0.50
The Pack	U	0.80	0.50
The Talent Show	R	4.00	2.50
Must Go On	R	4.00	2.50

The Three	U	0.80	0.50
The Ugly Man	U	0.80	0.50
Thrown to the Hyenas	C	0.25	0.25
Tome of Moloch	U	0.80	0.50
Trading Clothing	U	0.80	0.50
Trans-possession	R	4.10	2.80
Tunnels	U	0.80	0.50
Turn Them on Each Other	U	0.80	0.50
Two Gun Woo	C	0.25	0.25
Vampire Embrace	U	0.80	0.50
Varsity Training	C	0.25	0.25
Warehouse	U	0.80	0.50
Watch Zebras Mate	C	0.25	0.25
Watcher Training	U	0.80	0.50
Weatherly Park Bike Trail	C	0.25	0.25
Welcome to the Harvest	C	0.25	0.25
When Good Mothers Go Bad	U	0.80	0.50
Why Yes, I am Praying Mantis	U	0.80	0.50
Willow Rosenberg	R	6.80	2.50
Willow Rosenberg	R	6.80	2.50
Willow Rosenberg	P	2.70	2.00
Willow Rosenberg	P	2.70	2.00
Wooly-Headed Liberal Thinking	C	0.25	0.25
Xander	U	0.80	0.50
You Can Trust the Technopagan	C	0.25	0.25
Young Frankenstein	C	0.25	0.25
Total		489.30	312.65

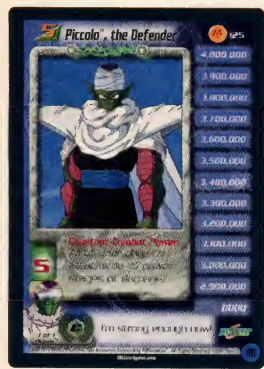


SAIYAN SAGA (250 Cards) UPR MED LOW

Saiyan Saga Set	277.50	275.00	272.50
Saiyan Saga Foil Set	118.75	115.75	113.00
Saiyan Saga Starter Box	96.75	94.50	92.25
Saiyan Saga Booster Box	71.50	63.00	54.50
Saiyan Saga Starter Deck	10.75	9.20	8.10
Saiyan Saga Booster Pack	3.40	3.10	2.80
Rare card	3.30	3.00	2.90
Uncommon card	0.70	0.50	0.50
Common card	0.20	0.10	0.10
Rare foil card	6.80	5.50	5.00
Uncommon foil card	1.40	1.20	1.00
Common foil card	0.50	0.50	0.50
BURGER KING PROMO CARDS UPR MED LOW			
Goku's Attack	U	5.00	5.00
Gohan's Anger	U	5.00	5.00
Krillin's Trick	U	5.00	5.00
Piccolo's Revenge	U	5.00	5.00
Frieza's Spirit	U	5.00	5.00
Super Saiyan Goku's Power	U	5.00	5.00
Vegeta's Smirk	U	5.00	5.00
OTHER PROMO CARDS UPR MED LOW			
Goku (iv 4)	P	5.00	5.00
Piccolo (iv 4)	P	5.00	5.00
Vegeta (iv 4)	P	5.00	5.00
Raditz (iv 4)	P	5.00	5.00
Gohan (iv 4)	P	5.00	5.00
Krillin (iv 4)	P	5.00	4.80
Nappa (iv 4)	P	5.00	4.80
error dupe of P1	R	6.00	5.40
error dupe of P7	R	6.00	5.40
FOIL PROMO CARDS UPR MED LOW			
Goku (iv 4)	P	17.75	15.00
Piccolo (iv 4)	P	16.25	15.00
Vegeta (iv 4)	P	17.50	15.00
Raditz (iv 4)	P	17.50	15.00
Gohan (iv 4)	P	17.50	15.00
Krillin (iv 4)	P	14.25	12.00
Nappa (iv 4)	P	14.25	12.00
TOP FOIL CARDS RAR UPR MED LOW			
Earth Dragon Ball 6	R	7.20	6.00
Earth Dragon Ball 7	R	7.20	6.00
Saiabamen (iv 4)	R	7.20	6.00
Saiabamen (iv 2)	R	6.90	5.50
Saiabamen (iv 3)	R	6.90	5.50

CARD NAME RAR UPR MED LOW

Ally's Sacrifice	U	0.70	0.70
Battle Pausing	R	3.60	3.10
Black Bear Hug Drill	U	0.70	0.70
Black Defender Drill	U	0.70	0.70
Black Elf Strike	U	0.70	0.70
Black Front Kick	U	0.70	0.70
Black Side Kick	U	0.70	0.70
Black Striking Drill	U	0.70	0.70
Blazing Anger!	U	0.70	0.70
Blue Breakfall Drill	U	0.70	0.70
Blue Cradle Drill	U	0.70	0.70
Blue Decaying Drill	U	0.70	0.70
Blue Enemies Drill	U	0.70	0.70
Blue Off-Balancing Opponent Drill	U	0.70	0.70
Blue One Arm Shoulder Throw	C	0.40	0.25
Blue Reversal Drill	U	0.70	0.70
Bulma (iv 1)	U	0.70	0.70
Bulma Finds a Dragon Ball	R	3.60	3.



Confrontation	Pr	6.00	6.00	6.00
Concentration Drill	Pr	6.00	6.00	6.00
Blue Battle Drill	Pr	6.00	6.00	6.00
Tien Stands Ready	Pr	6.00	6.00	6.00
King Goku's Sword Trick	Pr	6.00	6.00	6.00
Garlic Jr.'s Revenge	Pr	6.00	6.00	6.00
Trunks Power Strike	Pr	7.20	6.50	6.00
Surprise!	Pr	7.00	6.80	6.40
Android Preview	Pr	6.00	6.00	6.00
ANDROID PREVIEW FOILS	UPR	MED	LOW	
Android 20 Absorbing Drill	C	1.50	1.00	0.80
Android 20 Powers Up	C	1.50	1.00	0.80
Android Effect	C	3.00	2.10	2.00
Super Saiyan Effect	C	3.00	2.10	2.00
Too Late	R	7.60	6.20A	5.60
Trunks Finds the Answer!	R	8.60	8.20A	7.60
ANDROID PREVIEW CARDS	UPR	MED	LOW	
Android 20 Absorbing Drill	C	0.25	0.25	0.10
Android 20 Powers Up	C	0.25	0.25	0.10
Android Effect	U	1.00	1.00	1.00
Super Saiyan Effect	U	1.00	1.00	1.00
Too Late	R	3.10	3.00	3.00
Trunks Finds the Answer	R	4.10	4.00	4.00
TOP FOIL CARDS	RAR	UPR	MED	LOW
Black Style Mastery	R	8.00	7.00	5.00
Blue Style Mastery	R	8.00	7.00	5.00
Gohan Empowered (M 4)	R	8.20	8.00	7.00
Goku, the Unbeatable (M 4)UR	40.50	40.00	40.00	40.00
Goku's Battle Ready	R	7.30	7.00	6.50
Guru as Your Ally	R	7.30	7.00	6.50
Guru Fades	R	7.30	7.00	6.50
King Cold, the				
All Powerful (M 4)	R	30.25	30.00	22.75
King Kai's Thoughts	R	7.30	7.00	6.50
Krilin (M 1)	R	7.30	7.00	6.50
Krilin Enraged (M 2)	R	8.20	7.00	5.00
Krilin, the Warrior (M 3)R	8.20	7.00	5.00	
Namek Dragon Ball 6	R	8.20	8.00	7.00
Namek Dragon Ball 7	R	8.20	8.00	7.00
Namekian Style Mastery R	8.20	7.00	5.00	
Orange Style Mastery	R	8.20	7.00	5.00
Piccolo Enraged (M 4)	R	8.10	7.50	7.00
Red Destruction Blast	R	7.30	7.00	6.50
Red Style Mastery	R	8.20	7.00	5.00
Trunks, the Hero (M 4)	R	8.20	8.00	7.00
Vegeta Scans the City	R	7.30	7.00	6.50
Vegeta, Saiyan Prince (M 4)	R	8.00	7.00	5.00
Villain's True Power	UR	21.75	21.50A	20.75
What Was I Thinking	R	7.30	7.00	6.50
Where There's Life				
There's Hope	UR	20.75	20.00	20.00
CARD NAME	RAR	UPR	MED	LOW
Black Smoothness Drill	R	3.90	3.30	3.00
Black Style Mastery	R	4.80	3.80	3.10
Blue Awakening	U	0.80	0.60	0.50
Blue Style Mastery	R	5.00	4.60	3.70
Captain Ginyu (M 1)	U	0.80	0.60	0.50
Captain Ginyu				
Changes (M 3)	U	0.80	0.60	0.50
Captain Ginyu				
the Leader (M 2)	U	0.80	0.60	0.50
Dodoria (M 1)	U	0.80	0.60	0.50
Dodoria the Mocking (M 3)	U	0.80	0.60	0.50
Dodoria, in Flight (M 2)	U	0.80	0.60	0.50
Frieza is Ready	U	0.90	0.60	0.50
Frieza's Irritation Grows	U	0.90	0.60	0.50
Frieza, the Revived (M 4)	U	0.90	0.60	0.50
Garlic Jr., the				
Void Master (M 4)	U	0.90	0.60	0.50
Gohan Empowered (M 4)	U	5.60	4.30	4.00
Gohan, the Warrior (M 3)	X	3.80	3.50	3.30
Goku's Battle Ready	R	3.80	3.40	3.00
Goku, the Unbeatable (M 4)UR	51.25	40.00	28.00	
Guru as Your Ally	R	4.10	3.50	3.00
Guru Fades	R	4.10	3.50	3.00
Jeice with Style (M 2)	U	1.00	0.80	0.60
Jeice, the Warrior (M 3)	U	1.00	0.80	0.60
King Cold Smiles	C	0.25	0.20	0.10
King Cold, the				
All Powerful (M 4)	R	38.25	27.00	21.00
King Kai's Thoughts	R	3.50	3.50	3.00
Krilin (M 1)	R	3.80	3.50	3.00
Krilin Enraged (M 2)	R	3.70	3.30	3.00
Krilin Lashes Out	C	0.25	0.20	0.10
Krilin Takes a Shot	C	0.25	0.20	0.10
Krilin's Heat Seeking Blast	R	3.70	3.30	3.00
Krilin's Quest	U	1.00	0.60	0.50

Krilin, the Warrior (M 3)	R	3.90	3.30	3.00
Nail Combat Drill	R	3.90	3.30	3.00
Nail Takes Extra Effort	R	3.90	3.30	3.00
Namek Dragon Ball 1	C	0.25	0.20	0.10
Namek Dragon Ball 2	C	0.25	0.20	0.10
Namek Dragon Ball 3	U	0.80	0.60	0.50
Namek Dragon Ball 4	U	0.90	0.60	0.50
Namek Dragon Ball 5	U	4.00	3.30	3.00
Namek Dragon Ball 6	R	4.60	4.10	3.60
Namek Dragon Ball 7	R	4.60	4.10	4.00
Namek Dragon Ball Combat R	4.00	3.80	3.10	
Namek Dragon Ball Wish R	4.00	3.80	3.10	
Namekian Attack Drill	U	1.00	0.60	0.50
Namekian Blocking Defense C	0.25	0.20	0.10	
Namekian Braced Attack C	0.25	0.20	0.10	
Namekian Clare Attack C	0.25	0.20	0.10	
Namekian Style Mastery R	4.80	3.80	3.10	
Namekian Thrust	C	0.25	0.20	0.10
Orange Dashing Out Punch C	0.25	0.20	0.10	
Orange Energy Dan Drill R	3.90	3.30	3.00	
Orange Power Shifting Drill C	0.25	0.20	0.10	
Orange Resistance	U	1.00	0.60	0.50
Orange Special				
Beam Cannon Drill	U	0.80	0.60	0.50
Orange Straight Jab	C	0.25	0.20	0.10
Orange Style Mastery	R	4.00	3.30	3.00
Piccolo Enraged (M 4)	R	4.10	4.00	3.80
Red Destruction Blast	R	3.80	3.50	3.00
Red Energy Shield	C	0.25	0.20	0.10
Red Evasion Drill	R	3.70	3.30	3.00
Red Face Upheaval	U	1.00	0.60	0.50
Red Gravity Drill	C	0.25	0.20	0.10
Red Implosion Lunge	C	0.25	0.20	0.10
Red Style Mastery	R	4.80	3.80	3.10
Saiyan Knee Strike	U	1.00	0.60	0.50
Saiyan Style Mastery	R	4.80	3.80	3.10
Spice and His Friends C	0.25	0.20	0.10	
Spice, the Punisher (M 4)	U	1.00	0.60	0.50
Straining Outburst Move C	0.25	0.20	0.10	
Trunks Effortless Drill	U	0.90	0.60	0.50
Trunks, the Hero (M 4)	R	4.10	3.80	3.10
Vegeta, Saiyan Prince (M 4)	R	5.20	3.80	3.10
Villain's True Power	UR	36.00	20.00	20.00
Vinegar Has Plans C	0.25	0.20	0.10	
Vinegar, the Attacker (M 4)	U	0.90	0.60	0.50
Where There's Life				
There's Hope	UR	25.75	20.00	20.00
ANDROIDS SAGA (125 Cards)	UPR	MED	LOW	
Androids Saga Set	205.00	200.00	195.00	
Androids Foil Set	420.00	420.00	420.00	
Androids Saga Booster Box	92.25	89.75	87.50	
Androids Saga Booster Pack	4.00	3.70	3.30	
Rare foil card	8.40	8.00	5.00	
Uncommon foil card	1.50	1.50	1.00	
Common foil card	0.50	0.50	0.50	
Rare card	4.00	3.50	3.00	
Uncommon card	0.70	0.50	0.50	
Common card	0.20	0.10	0.10	
PROMO CARDS	RAR	UPR	MED	LOW
The Eyes Have It	Pr	9.60	7.70	5.50
Forfeiting Evidence	Pr	9.50	8.00	6.00
A Burst of Energy	Pr	9.50	6.00	4.00
Krilin's Search	Pr	9.60	7.70	5.50
Android 19 is Stoic	Pr	9.60	7.70	5.50
Krilin is Ready	Pr	9.50	8.00	6.00
Android 16 Smiles	Pr	9.60	7.70	5.50
Yamcha's Right Cross	Pr	9.60	7.70	5.50
Goku's Hesitation	Pr	9.60	7.70	5.50
Planet Vegeta	Pr	10.00	9.50	6.00
CELL PREVIEW FOILS	RAR	UPR	MED	LOW
Cell Smiles	C	0.90	0.80	0.60
Cell's Dark Attack	C	0.90	0.80	0.60
Cell's Energy Blast	U	3.30	2.50A	1.80
Cell's Defense	U	3.30	2.50A	1.80
Awful Abrasions	R	8.30	8.20A	8.10
Cell's Threatening Position	R	8.30	8.20A	8.10
CELL PREVIEW CARDS	RAR	UPR	MED	LOW
Cell Smiles	C	0.45	0.25	0.15
Cell's Dark Attack	C	0.45	0.25	0.15
Cell's Energy Blast	U	1.70	0.60	0.50
Cell's Defense	U	1.70	0.60	0.50
Awful Abrasions	R	4.20	4.00	3.30
Cell's Threatening Position	R	4.20	4.00	3.30
TOP FOIL CARDS	RAR	UPR	MED	LOW
The Hero is Down	UR	37.50	35.00	27.50
Trunks Guardian Drill	UR	37.50	35.00	27.50

CARD NAME	RAR	UPR	MED	LOW
Android 16 (M 1)	R	4.20	4.00	4.00
Android 17 (M 1)	R	4.20	4.00	4.00
Android 17 Smirks	R	4.00	4.00	3.30
Android 17's Back Bash	U	0.80	0.60	0.50
Android 17's Haymaker	U	0.80	0.60	0.50
Android 18 (M 1)	R	4.20	4.00	4.00
Android 18's Stare Down R	4.00	4.00	4.00	
Android 19 (M 1)	R	4.20	4.00	4.00
Android 19's Distress	R	4.00	4.00	3.30
Android 20 (M 1)	R	4.20	4.00	4.00
Android 20's Search Pattern	U	0.80	0.60	0.50
Black Anger Stance	U	0.80	0.60	0.50
Black Energy Assault	U	0.80	0.60	0.50
Black Off-Balancing Punch	U	0.80	0.60	0.50
Black Power Up	U	0.80	0.60	0.50
Black Studying Drill	U	0.80	0.60	0.50
Blue Holding Drill	U	0.80	0.60	0.50
Bulma's Looking Good	U	0.80	0.60	0.50
Goku's Heart Disease	R	4.20	4.00	3.30
Knockout Drill	R	4.20	4.00	3.30
Namekian Finishing Effort	U	0.80	0.60	0.50
Orange Energy Pressing Drill	U	0.80	0.60	0.50
Orange Eye Beam	R	4.00	4.00	3.30
Orange Searching Maneuver R	4.00	4.00	3.30	
Orange Stare Down	U	0.80	0.60	0.50
Orange Upgrate	U	0.80	0.60	0.50
Piccolo, the Trained (M 1)	R	4.20	4.00	4.00
Red Counterstrike	R	4.20	4.00	3.30
Red Dueling Drill	U	0.80	0.60	0.50
Red Hitting Drill	U	0.80	0.60	0.50
Red Lifting Kick	U	0.80	0.60	0.50
Red Tactical Drill	R	4.20	4.00	3.30
Saiyan Destiny	U	0.80	0.60	0.50
Saiyan Face Stomp	R	4.00	3.90	3.20
Saiyan Focus	U	0.80	0.60	0.50
Saiyan Left Kick	U	0.80	0.60	0.50
Saiyan Lightning Dodge R	4.20	3.90	3.20	
Straining Energy Blast Move	U	0.80	0.60	0.50
Straining Jump Kick Move	U	0.80	0.60	0.50
The Hero is Down	UR	50.00	20.00	18.00
Tien, the Watcher (M 4)	R	4.80	4.10	4.00
Tien's Mental Conditioning	U	0.80	0.60	0.50
Tien's Solar Flare	U	0.80	0.60	0.50
Trunks Guardian Drill	UR	50.00	20.00	15.00
Unexpected Company	U	0.80	0.60	0.50
Vegeta, the Ready (M 1)	R	5.00	4.60	4.10
Yajirobe, the				
Unstoppable (M 4)	R	4.80	4.10	3.80
Yamcha is There (M 4)	R	4.80	4.10	3.80
CELL SAGA (200 Cards)	UPR	MED	LOW	
Cell Saga Set	301.00	299.00	297.00	

CARD NAME	RAR	UPR	MED	LOW
Care of Magical Creatures	L	0.25	0.10	0.10
Charms	L	0.30	0.10	0.10
Dean Thomas	H	11.25	7.50	6.00
Delivery Owl	R	4.10	3.00	3.00
Diagon Alley	U	1.00	1.00	0.50
Draco Malfoy	H	9.80	6.00	5.50
Draco Malfoy	F	8.00	5.00	3.50
Dragon's Escape	F	8.00	5.00	4.50
Draught of Living Death	R	4.10	3.00	2.80
Elbor of Life	F	9.00	5.50	4.50
Gringotts Cart Ride	F	8.00	5.00	4.50
Hannah Abbott	H	11.50	7.00	6.00
Harry Humling	R	4.10	3.00	2.80
Harry Potter	H	22.50	15.00	12.00
Hermione Granger	H	9.80	6.00	6.00
Hermione Granger	F	8.00	5.00	3.50
History of Magic	R	3.10	3.00	2.80
Human Chess Game	F	8.00	5.00	4.00
Incendio	R	4.00	3.00	2.80
Invisibility Cloak	R	8.00	5.50	4.50
Malevolent Mixture	R	4.10	3.00	2.80
Meet the Centaurs	R	4.00	3.00	2.80
Mountain Troll	R	4.00	3.00	2.80
Mrs Norris	R	4.00	3.00	2.80
Nearly Headless Nick	H	11.50	8.00	6.00
Norbert	R	4.10	3.00	2.80
Obliviate	F	8.20	5.00	5.00
Phoenix Feather Wand	R	4.00	3.00	2.80
Platform 9 3/4	R	4.90	3.00	2.80
Potion Ingredients	R	4.00	3.00	2.80
Potions	L	0.50	0.50	0.10
Professor Filius Flitwick	H	11.50	8.00	6.00
Professor Severus Snape	H	11.50	8.00	6.80
Raven to Writing Desk	R	4.00	3.00	2.80
Ron Weasley	H	11.50	7.50	6.00
Rubeus Hagrid	H	11.50	7.50	6.00
Shrinking Potion	R	4.00	3.00	2.80
Titilando	R	4.00	3.00	2.80
Transfiguration	L	0.30	0.10	0.10
Transfiguration Exam	R	4.10	3.00	2.80
Transfiguration Test	R	4.00	3.00	2.80
Troll in the Bathroom	F	8.70	5.00	5.00
Unicorn	F	9.00	5.00	5.00

QUIDDITCH CUP (116 Cards)	UPR	MED	LOW
Harry Potter Set	133.50	120.00	107.50
Harry Potter Starter Box	82.50	70.00	56.00
Harry Potter Booster Box	90.00	85.00	85.00
Harry Potter 2-Player Starter	10.00	10.00	9.50
Harry Potter Booster Pack	3.30	3.00	2.80
Rare Card Foil Multiplier	2.80	2.10	2.00

CARD NAME	RAR	UPR	MED	LOW
Bloodroot Poison	C	0.25	0.25	0.10
Bludger	R	4.00	3.00	3.00
Bravado	C	0.25	0.25	0.10
Brusweaver Balm	C	0.25	0.25	0.10
Care of Magical Creatures	L	0.30	0.25	0.20
Catch the Snitch	R	4.00	3.80	3.00
Charms	L	0.30	0.25	0.20
Charms Exam	R	4.00	3.00	2.50
Chocolate Frogs	U	1.00	0.80	0.50
Cleansweep Seven	C	0.25	0.25	0.10
Cobbling	C	0.25	0.25	0.10
Cobra Lily	C	0.25	0.25	0.10
Cornut Two Sixty	U	1.00	0.80	0.50
Conjuring Fox	C	0.25	0.25	0.10
Defence!	U	1.00	0.80	0.50
Desk Into Pig	C	0.25	0.25	0.10
Devil's Snare	U	1.00	0.80	0.50
Diffindo	U	0.80	0.80	0.50
Doxy	U	1.00	0.80	0.50
Drowsiness Draught	C	0.25	0.25	0.10
Fluffy	R	6.00	4.80	4.00
Foiled!	C	0.25	0.25	0.10
Fred & George Weasley	R	4.10	4.00	3.00
Gate Into the Mirror	R	4.00	3.00	3.00
Gold Cauldron	R	4.00	3.00	2.80
Golden Snitch	R	4.10	4.00	2.50
Gone!	C	0.25	0.25	0.10
Hagrid Needs Help	R	4.00	4.00	3.00
Halloween Feast	R	4.00	3.80	3.00
Harry the Seeker	R	6.00	4.10	4.00
Hospital Bed	R	4.00	3.00	3.00
Hufflepuff Match	U	1.00	0.80	0.50
In the Stands	U	1.00	0.80	0.50
Into the Forbidden Forest	U	1.00	0.80	0.50
Jawbind Potion	U	1.00	0.80	0.50
Madam Rolanda Hooch	R	4.10	4.00	3.80
Marcus Flint	R	4.00	4.00	3.00
Mice to Snuffboxes	C	0.25	0.25	0.10
Missing Parchment	U	1.00	0.80	0.50
Mopius Potion	C	0.25	0.25	0.10
Neville Longbottom	R	4.00	4.00	2.80
Nimbus Two Thousand	R	4.00	3.80	3.00
No Time to Play	R	4.00	3.80	3.00
Oliver Wood	R	4.10	4.00	3.80
Ouch!	C	0.25	0.25	0.10
Out of Control	R	4.80	4.00	3.00
Penalty Shot	U	1.00	0.80	0.50
Pep Talk	U	1.00	0.80	0.50
Petrificus Totalus	U	1.00	0.80	0.50
Potions	L	0.30	0.25	0.20
Potions Class Disaster	R	4.10	4.00	3.00
Power Play	U	1.00	0.80	0.50
Practice Match	C	0.25	0.25	0.10
Prof. Minerva McGonagall	R	4.10	4.00	3.80
Pulling Up	C	0.25	0.25	0.10
Put-Outer	R	4.00	3.80	3.00

Quidditch	L	0.30	0.25	0.20
Race for the Snitch	U	1.00	0.80	0.50
Ravenclaw Match	R	4.00	3.80	3.00
Research	C	0.25	0.25	0.10
Rope Bind	C	0.25	0.25	0.10
Scabbers	R	4.00	4.00	3.00
Seamus Finnigan	R	4.10	4.00	4.00
Searching for the Snitch	C	0.25	0.25	0.10
Slytherin Match	R	4.00	3.80	3.00
Smash!	C	0.25	0.25	0.10
Snake's Bias	U	1.00	0.80	0.50
Start-of-Term Feast	R	4.10	3.80	3.00
Sticking Up for Neville	U	1.00	0.80	0.50
Strategy Session	U	1.00	0.80	0.50
Stream of Flames	C	0.25	0.25	0.10
Streeter	C	0.25	0.25	0.10
Support Banner	R	4.00	3.80	3.00
Swarm!	C	0.25	0.25	0.10
The Sorting Hat	R	4.00	3.80	3.00
Time Out	C	0.25	0.25	0.10
Transfiguration	L	0.30	0.25	0.20
Trevor	R	4.00	3.30	3.00
Vanish	C	0.25	0.25	0.10
Weakness Potion	U	1.00	0.80	0.50
Total		153.15	136.70	107.50

DIAGON ALLEY (80 Cards)	UPR	MED	LOW
Diagon Alley Set	178.75	157.50	136.25
Diagon Alley Starter Box	89.75	89.50	89.25
Diagon Alley Booster Box	94.50	89.00	84.50
Diagon Alley 2-Player Starter	11.00	10.00	9.80
Diagon Alley Booster Pack	3.50	3.10	3.00
Rare Card Foil Multiplier	2.50	2.00	1.90

CARD NAME	RAR	UPR	MED	LOW
A Beginner's Guide				
to Transfiguration	C	0.25	0.25	0.25
Alhottsy Draught	U	0.80	0.80	0.50
Barn Owl	U	0.80	0.80	0.50
Beater Grabs the Snitch	R	3.00	3.00	2.50
Beeble Eyes	U	0.80	0.80	0.50
Biased Commentary	U	0.80	0.80	0.50
Bludger in the Stands	C	0.25	0.25	0.25
Blue Wig	C	0.25	0.25	0.25
Bluebottle Broom	U	0.80	0.80	0.50
Bulgeye Potion	R	3.00	3.00	2.50
Butterfly Weed Balm	C	0.25	0.25	0.25
Canceled Practice	C	0.25	0.25	0.25
Care of Magical Creatures	L	1.00	0.10	0.10
Cauldron Shop	U	0.80	0.80	0.50
Charms	L	1.00	0.10	0.10
Christmas Feast	R	3.00	3.00	3.00
Colloshoo	U	0.80	0.80	0.50
Colour-Changing Ink	R	3.00	3.00	3.00
Dog Biscuits	C	0.25	0.25	0.25
Dogbane Potion	C	0.25	0.25	0.25
Draco Malfoy, Slytherin	R	3.00	3.00	3.00
Dragon-Hide Gloves	R	3.00	3.00	3.00
Eel Eyes	U	0.80	0.80	0.50
Eeylops Owl Emporium	R	3.00	3.00	3.00
Fantastic Beasts & Where to Find Them	C	0.25	0.25	0.25
Filipendo	C	0.25	0.25	0.25
Flourish and Blotts	R	3.00	3.00	2.50
Freeze!	C	0.25	0.25	0.25
Frog-Spawn	U	0.80	0.80	0.50
Good Night's Sleep	R	3.00	3.00	3.00
Gringotts	R	3.00	3.00	3.00
Gringotts Vault Key	R	3.00	3.00	3.00
Gryffindor	R	3.00	3.00	3.00
Gryffindor Match	R	3.00	3.00	3.00
Hagrid, Keeper of Keys	R	3.50	3.00	3.00
Hagrid's Umbrella	R	3.00	3.00	3.00
Hebriदान Black Dragon	R	3.50	3.00	3.00
Hedwig	R	3.00	3.00	3.00
Hermione, Top Student	R	3.00	3.00	3.00
Injured	U	0.80	0.80	0.50
Lapifors	U	0.80	0.80	0.50
Lee Jordan	R	3.00	3.00	3.00
Letters From No One	R	3.00	3.00	3.00
Madam Irma Pince	R	3.00	3.00	3.00
Madam Malkin's Robes	U	0.80	0.80	0.50
Magical Drafts and Potions	C	0.25	0.25	0.25
Mid-air Collision	C	0.25	0.25	0.25
Moonspeed Poison	C	0.25	0.25	0.25
Picking on Neville	C	0.25	0.25	0.25
Pigley Dudley	C	0.25	0.25	0.25
Porcupine Robe	U	0.80	0.80	0.50
Potions	L	1.00	0.10	0.10
Practical Joke	U	0.80	0.80	0.50
Professor Quirrell	R	3.80	3.00	3.00
Quality Quidditch Supplies	U	0.80	0.80	0.50
Quick Thinking	C	0.25	0.25	0.25
Quidditch	L	1.00	0.10	0.10
Quidditch Through the Ages	C	0.25	0.25	0.25
Quintaped	U	0.80	0.80	0.50
River Troll	C	0.25	0.25	0.25
Scream Owl	C	0.25	0.25	0.25
Self-Stirring Cauldron	R	3.00	3.00	3.00
Silver Unicorn Horn	R	4.00	3.00	3.00
Sloth Grip	C	0.25	0.25	0.25
Spiral Dive	U	0.80	0.80	0.50
Spongy	C	0.25	0.25	0.25
Swelling Potion	C	0.25	0.25	0.25
Table Trouble	R	3.00	3.00	3.00
Tawny Owl	C	0.25	0.25	0.25
Teacup to Rat	C	0.25	0.25	0.25
The Famous Harry Potter	R	3.50	3.00	3.00
The Leaky Cauldron	R	3.00	3.00	3.00
The Standard Book				
of Spells (Grade 1)	C	0.25	0.25	0.25

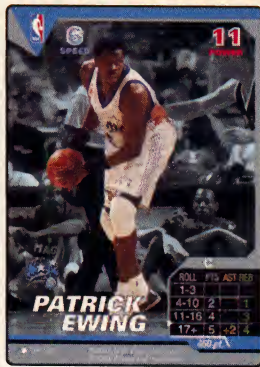
Three-Month-Long Match	R	3.00	3.00	3.00
Through the Arch	R	3.00	3.00	3.00
Transfiguration	L	1.00	0.10	0.10
Vanishing Referee	R	3.00	3.00	3.00
Verdillious	U	0.80	0.80	0.50
Wand Shop	U	0.80	0.80	0.50
Wild Bore	U	0.80	0.80	0.50
Total		120.55	112.75	105.25



GOLD (541 cards)	UPR	MED	LOW
Gold Set	581.25	562.50	543.75
Gold Starter Box	87.50	80.00	72.50
Gold Booster Box	85.00	85.00	85.00
Gold Starter Deck	10.50	10.00	9.50
Gold Booster Pack	3.00	3.00	3.00
Foil Rare Card Multiplier	2.00	1.80	1.40
Uncommon Card	1.00	0.80	0.60
Common Card	0.20	0.15	0.10
Fixed Card	1.40	1.00	0.90

CARD NAME	RAR	UPR	MED	LOW
A Samurai's Fury	R	4.30	4.00	3.80
Agasha Hamanari	R	4.30	4.00	3.80
Akodo Ginawa (Exp 4)	R	6.30	5.00	4.00
Ambush	R	5.10	4.00	4.00
An Empty Victory	R	4.00	3.50	2.80
Asahina Archers	R	4.10	4.00	3.80
Asahina's Breath	R	4.00	3.60	3.10
Bayushi House Guard	R	4.00	3.80	3.50
Bayushi Kankatsu	R	4.30	4.00	4.00
Bayushi Yojiro (Exp 2)	R	6.10	5.00	4.00
Be Prepared to Die				
Dig Two Graves	R	4.00	3.60	3.10
Big Strike	R	4.00	3.60	3.10
Blod Rite	R	4.00	3.60	3.10
Burning Your Essence	R	4.80	4.00	4.00
Celestial Alignment	R	4.00	3.50	2.80
Chrysanthemum Festival	R	4.30	4.00	3.80
Daidoji Rekal (Exp 2)	R	4.30	4.00	3.80
Doji House Guard	R	4.00	3.80	3.50
Doji Kurohito	R	4.50	3.50	2.80
Fan of Command	R	4.10	4.00	3.80
Festering Pit of Fu Leng	R	5.10	4.00	4.00
Firestorm Legion	R	4.10	4.00	3.80
Fist of Osano-Wo	R	4.40	4.00	3.80
Focus	R	4.80	4.00	4.00
Geisha Assassins	R	4.10	4.00	3.80

Magi-Nation/MLB Showdown/NBA Showdown



Book of Life	R1	3.00	2.50	2.00
Cave Hyren	R2	3.00	3.00	2.60
Cave In	R1	3.00	2.50	2.00
Coral Hyren	R2	3.00	2.80	2.50
Cyclone Vashp	R2	3.00	2.80	2.10
Deep Hyren	R2	3.10	3.00	2.60
Eclipse	R2	2.80	2.00	2.00
Energy Band	R2	3.10	2.50	2.00
Entangle	R2	3.00	2.50	2.00
Evu	R1	3.00	2.80	2.50
Flame Control	R1	3.40	3.00	2.30
Flame Hyren	R2	3.10	3.00	2.60
Flood of Energy	R2	3.10	2.50	2.00
Giant Korrit	R2	3.10	2.80	2.10
Giant Parathin	R1	3.80	2.80	2.50
Giant Parmalag	R2	3.00	2.80	2.10
Gloves of Crystal	R1	3.80	2.50	2.00
Gorgie's Ring	R2	3.00	2.50	2.00
Greater Vaal	R1	3.80	2.80	2.50
Heat Lens	R1	3.50	2.00	2.00
Hydra's Spear	R1	3.00	2.50	2.00
Hyren's Call	R1	3.80	3.00	2.60
Jaela	R1	4.00	3.50	2.60
Loavian	R2	3.10	2.80	2.10
Magam	R1	4.00	3.50	2.60
Magma Hyren	R1	3.80	2.80	2.10
Megathin	R1	3.80	2.80	2.10
Mobis	R1	4.00	3.50	2.60
Motash	R1	4.00	3.50	2.60
Motash's Staff	R2	3.00	2.50	2.00
Nimbulo	R1	3.90	3.00	2.60
O'Qua	R1	4.00	3.50	2.60
Ora	R1	4.40	3.30	2.10
Orathan	R2	3.10	2.80	2.10
Orathan Flyer	R1	3.80	2.80	2.10
Orish	R1	3.90	3.30	2.60
Ormagon	R1	3.80	2.80	2.50
Oroathan Gloves	R1	3.00	2.50	2.00
Orwin	R1	4.00	3.50	2.60
Orwin's Staff	R1	3.80	2.50	2.00
Platheus	R2	3.10	2.80	2.10
Raxis	R2	3.10	2.80	2.10
Rod of Coals	R2	3.10	2.50	2.00
Sap of Life	R2	3.00	2.50	2.00
Scroll of Fire	R1	3.60	2.30	2.00
Spirit of the Flame	R2	2.80	2.20	2.00
Staff of Korrits	R2	2.80	2.00	2.00
Stagadan	R2	3.10	3.00	2.60
Storm Cloud	R2	3.00	2.80	2.10
Storm Ring	R1	3.80	2.50	2.00
Thunder Hyren	R1	3.90	3.30	2.60
Thunderquake	R1	3.80	2.50	2.00
Timber Hyren	R1	3.80	3.00	2.60
Trug	R1	3.50	3.30	2.60
Twee	R2	3.00	2.90	2.60
Typhoon	R2	3.10	2.50	2.00
Uik	R1	3.90	3.30	2.60
Vaal	R2	3.10	2.50	2.00
Vallup	R2	3.10	2.50	2.00
Vulbor	R2	3.10	2.50	2.00
Wence	R1	3.90	3.30	2.60
Will of Orothe	R1	3.00	2.50	2.00

AWAKENING (140 Cards)				
CARD NAME	RAR	UPR	MED	LOW
Awakening Set		223.75	185.00	150.00
Awakening Starter Box		105.25	95.00	92.50
Awakening Booster Box		94.50	90.00	90.00
Awakening Starter Deck		10.00	9.00	8.00
Awakening Booster Pack		3.20	3.00	3.00
Rare card		3.40	3.10	3.00
Uncommon card		0.50	0.50	0.50
Common card		0.20	0.10	0.10

Crystal Jile	R	4.00	3.20	2.30
Darkbeard Hyren	R	5.10	4.00	3.00
Deadfall	R	4.00	3.20	2.30
Dryte Friend	R	3.10	3.00	2.50
Entomb	R	4.60	4.00	2.30
Essence of Naaroom	R	3.60	3.00	2.30
Forest Blessing	R	3.60	3.00	2.50
Forest Hyren	R	5.10	4.00	3.00
Furok Guardian	R	4.00	3.00	2.50
Gloom	R	3.60	2.50	2.30
Gorath	R	5.10	4.00	3.00
Gorgie's Curse	R	3.60	3.00	2.50
Gorgie's Glasses	R	4.00	3.00	2.50
Gremm's Hammer	R	4.00	3.00	2.30
Gubble	R	4.50	4.00	2.50
Harror	R	3.60	3.00	2.80
Hudbra's Cube	R	4.50	3.20	2.30
Ithapher	R	3.10	3.00	2.50
J'Lith	R	3.60	3.00	2.80
Kailus	R	5.10	4.00	2.30
Korg & Zet	R	5.50	5.00	3.30
Korremar	R	4.50	4.00	2.80
Lanyx	R	4.00	3.50	2.80
Morag	R	4.50	4.00	3.30
Nagsis	R	4.00	3.50	2.80
Night Hyren	R	5.00	4.00	3.30
Oroathan Horn	R	4.00	3.20	2.30
Pillar of Brine	R	3.10	3.00	2.30
Raega	R	5.00	4.00	2.80
Rayje's Band	R	4.50	4.00	2.80
Rayje's Belt	R	9.80	7.40	3.30
Rayje's Boots	R	4.00	3.20	2.80
Reef Hyren	R	5.10	5.00	3.30
Sarazan Guard	R	4.10	4.00	2.80
Shadow Cloak	R	4.10	3.50	2.30
Sinder's Mantle	R	3.60	3.00	2.30
Soreash	R	6.20	4.00	3.30
Sperr	R	4.30	3.20	2.80
Tiller	R	5.00	4.00	3.30
Trygar	R	4.90	4.00	3.30
Tunnel Hyren	R	5.10	4.00	3.00
Tunneler's Boots	R	4.00	4.00	2.30
Ugger	R	3.10	3.00	2.30
Ven	R	4.00	4.00	3.30
Voda	R	5.50	4.00	2.50
Vrill	R	4.00	4.00	2.50
Warlum	R	4.10	4.00	2.50
Wasperine	R	5.00	4.00	3.30
Weethan	R	4.00	3.00	2.50
Wildfire	R	5.00	4.00	2.30

DREAM'S END (185 Cards)				
CARD NAME	RAR	UPR	MED	LOW
Dream's End Set		195.75	186.50	177.25
Dream's End Starter Box		91.25	87.50	83.75
Dream's End Booster Box		88.75	87.50	86.25
Dream's End Starter Deck		10.25	10.00	9.00
Dream's End Booster Pack		3.10	3.00	3.00
Uncommon card not listed		0.90	0.50	0.50
Common card not listed		0.20	0.10	0.10

MAGIC SHOWDOWN 2000 (517 Cards)				
CARD NAME	RAR	UPR	MED	LOW
Agram's Plaything	R	3.80	3.00	3.00
Ahdar	U	1.00	0.80	0.50
Amanzax	R	3.80	3.10	3.00
Arderial Shadow Geyser	R	3.80	3.00	3.00
Artlex	R	3.90	3.30	3.00
Artyva	U	1.00	0.80	0.50
Ashio	R	3.80	3.00	3.00
Baldar	U	1.00	0.80	0.50
Barqua's Bubble	U	1.00	0.80	0.50
Bo'Alsa	U	1.00	0.80	0.50
Bria	U	1.00	0.80	0.50
Cald Shadow Geyser	R	3.80	3.00	3.00
Cataclysm	U	1.00	0.80	0.50
Chogolith	U	1.00	0.80	0.50
Chur	U	4.00	3.50	3.00
Cliff Hyren	R	3.80	3.00	3.00
Cragnoc	R	3.90	3.30	3.00
Deep Bari	R	3.80	3.00	3.00
Delia - Keeper	R	4.40	3.50	3.00
Drought	U	1.00	0.80	0.50
Drowl	U	1.00	0.80	0.50
Drush (Foil Only)	U*	28.75	16.50	4.30
Elder Vallup	R	3.80	3.00	3.00
Elder Weebo	R	4.00	3.50	3.00
Elios	U	1.00	0.80	0.50
Emec	U	1.00	0.80	0.50

Evil Evu	U	1.00	0.80	0.50
Evu's Jellybeans	R	3.80	3.00	3.00
Feet of Stone	R	3.60	3.00	3.00
Gia's Tome	R	3.80	3.00	3.00
Grass Hyren	R	3.60	3.00	3.00
Grega's Ring	R	3.80	3.00	3.00
Grej	R	3.90	3.30	3.00
Gremm's Helmet	R	3.60	3.00	3.00
Groll - Watchkeeper	R	3.90	3.30	3.00
Harmony	R	3.60	3.00	3.00
Heppeswip	R	3.80	3.00	3.00
Hok	U	1.00	0.80	0.50
Hrada	U	1.00	0.80	0.50
Hubram	R	3.80	3.00	3.00
Iyori	U	1.00	0.80	0.50
Jagt	R	3.80	3.00	3.00
Jasker's Mask	R	3.60	3.00	3.00
Jumbor	U	1.00	0.80	0.50
Jungle Hyren	R	3.90	3.30	3.00
Karak Necklace	R	3.60	3.00	3.00
Kazm	U	1.00	0.80	0.50
Kesia	R	4.40	3.50	3.00
Kesia's Flute	R	3.60	3.00	3.00
Koil	R	3.90	3.30	3.00
Kotte	R	4.40	3.50	3.00
Lascinith	R	3.80	3.00	3.00
Marella	R	3.90	3.30	3.00
Moga Fang Necklace	R	3.40	3.00	3.00
Monarch Hyren	R	3.80	3.00	3.00
Mosp	R	3.80	3.00	3.00
M'Rika	R	4.40	3.50	3.00
Naaroom Shadow Geyser	R	3.80	3.00	3.00
Nocturne	U	1.00	0.80	0.50
Nodi	R	3.80	3.00	3.00
Orothe Shadow Geyser	R	3.80	3.00	3.00
Parathin	R	3.80	3.00	3.00
Prek	U	1.00	0.80	0.50
Qualion	U	1.00	0.80	0.50
Quirte	U	1.00	0.80	0.50
Rayalon	R	3.00	3.00	3.00
Rock Hyren	R	3.80	3.00	3.00
Sagawal	U	1.00	0.80	0.50
Sith Giant	R	3.80	3.00	3.00
Smoke Xyx	R	3.00	3.00	3.00
Sorrowing Ogur	R	3.90	3.30	3.00
Spore Vashp	R	3.80	3.00	3.00
Stone Storm	R	3.80	3.00	3.00
Storm Shield	R	3.60	3.00	3.00
Swamp Hyren	R	4.00	3.50	3.00
Targ'n	R	4.40	3.50	3.00
Tweave	U	1.00	0.80	0.50
Ullig	U	1.00	0.80	0.50
Ullig's Slingshot	R	3.60	3.00	3.00
Underneath	R	3.80	3.00	3.00
Urhail	U	1.00	0.80	0.50
Vertigo	R	3.90	3.30	3.00
Vogo	R	3.80	3.00	3.00
Vorga	U	1.00	0.80	0.50
Weave Hut	U	1.00	0.80	0.50
Weave Hyren	R	3.80	3.00	3.00
Weave Mat	R	3.80	3.00	3.00
Weave Mind	R	3.80	3.00	3.00
Weave Powder	R	3.80	3.00	3.00
Weave Winds	R	3.80	3.00	3.00
Wessig	U	1.00	0.80	0.50
Yark Gloves	R	3.40	3.00	3.00
Yerthe	R	4.40	3.50	3.00
Zajan	U	1.00	0.80	0.50
Zannah	R	3.90	3.30	3.00
Zaya	R	4.00	3.50	3.00
Zaya's Bow	U	1.00	0.80	0.50

MLB SHOWDOWN 2001 (532 Cards)				
CARD NAME	RAR	UPR	MED	LOW
MLB 2001 set		356.25	337.50	318.75
MLB 2001 2-Player Starter		8.50	8.00	7.50
MLB 2001 Booster Box		82.50	80.00	80.00
MLB 2001 Booster Pack		3.00	3.00	2.90
MLB 2001 Draft Box		87.50	85.00	82.50
MLB 2001 Draft Pack		9.30	8.50	7.80
Premium card		6.30	5.50	4.80
Player card		0.80	0.60	0.40
Strategy card		0.45	0.25	0.15

MLB SHOWDOWN 2000 (517 Cards)				
CARD NAME	RAR	UPR	MED	LOW
MLB 2000 set		281.25	262.50	243.75
MLB 2000 Starter Box		75.00	75.00	75.00
MLB 2000 Booster Box		82.50	80.00	77.50
MLB 2000 Starter Deck		9.00	8.00	7.00
MLB 2000 Booster Pack		3.00	3.00	2.80
Premium card		6.00	5.00	5.00
Player card		0.90	0.60	0.30
Strategy card		0.40	0.25	0.10

#156 Larry Walker	Prem	7.50	6.00	3.50
#170 Dean Palmer	Prem	6.30	5.50	3.40
#175 Luis Castillo	Prem	6.30	5.50	3.40
#187 Jeff Bagwell	Prem	7.30	6.00	3.60
#194 Carl Everett	Prem	7.00	5.50	4.40
#195 Mike Hampton	Prem	7.00	5.50	4.40
#202 Billy Wagner	Prem	7.10	6.50	4.80
#203 Carlos Beltran	Prem	6.30	5.50	3.40
#220 Kevin Brown	Prem	7.30	6.00	3.90
#228 Gary Sheffield	Prem	7.30	6.50	3.40
#235 Jeremy Burnitz	Prem	7.00	5.50	3.40
#242 David Nilsson	Prem	7.00	5.50	3.40</

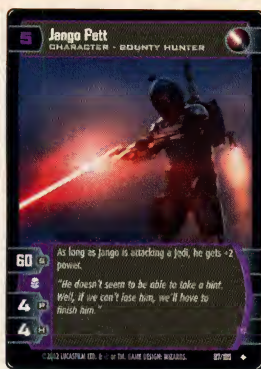
NBA Showdown/NFL Showdown/Star Trek

#119 Alonzo Mourning	R	3.90	3.30	2.90
#120 Ray Allen	R	4.00	3.80	3.10
#126 Glenn Robinson	R	3.90	3.30	2.60
#129 Terrell Brandon	R	3.90	3.30	2.30
#130 Kevin Garnett	R	4.20	3.80	3.10
#138 Jason Kidd	R	4.80	4.00	3.30
#141 Keith Van Horn	R	3.90	3.30	1.10
#144 Marcus Camby	R	3.90	3.30	3.00
#146 Allan Houston	R	3.90	3.30	2.90
#157 Grant Hill	R	3.90	3.30	2.60
#158 Tracy McGrady	R	4.80	3.80	3.10
#165 Allen Iverson	R	5.00	4.50	3.30
#167 Dikembe Mutombo	R	3.90	3.30	2.50
#173 Stephen Marbury	R	4.20	4.00	3.30
#174 Shawn Marion	R	3.90	3.50	3.10
#184 Rasheed Wallace	R	3.90	3.30	3.00
#185 Bonzi Wells	R	3.90	3.30	2.30
#186 Mike Bibby	R	3.90	3.30	3.00
#191 Predrag Stojakovic	R	3.90	3.30	2.90
#193 Chris Webber	R	3.90	3.30	3.00
#196 Tim Duncan	R	4.40	4.10	3.30
#199 David Robinson	R	4.00	3.50	3.00
#205 Rashard Lewis	R	3.90	3.30	3.00
#207 Gary Payton	R	4.00	3.80	3.10
#208 Vince Carter	R	7.30	4.50	3.30
#212 Antonio Davis	R	3.90	3.30	3.00
#217 Karl Malone	R	4.00	3.80	3.10
#222 John Stockton	R	4.00	3.80	3.10
#224 Richard Hamilton	R	3.90	3.30	3.00
#S02 Aggressive Play	R	2.40	2.00	0.90
#S03 Alley-Op	R	2.40	2.00	0.90
#S06 Brute Force	R	2.40	2.00	0.90
#S08 Clutch Shot	R	2.40	2.00	0.90
#S09 Double-Foul	R	2.90	2.50	2.10
#S10 Drive the Lane	R	2.40	2.00	0.90
#S11 Find the Open Man	R	2.40	2.00	0.90
#S12 From Way				
Downtown!	R	2.50	2.30	0.90
#S15 Hot Hand	R	2.40	2.00	0.90
#S16 It's My Job!				
It's What I Do	R	2.90	2.40	2.10
#S18 Killer Crossover	R	2.50	2.20	0.90
#S22 Rimshaker	R	2.40	2.00	0.90
#S26 Starting the				
Fast Break	R	2.50	2.20	0.90
#S29 Tomahawk Dunk	R	2.40	2.00	2.00
#S30 Wham Bam Slam!	R	2.40	2.00	0.90
#S31 All Over the Place	R	2.40	2.00	0.90
#S32 Anticipate the Pass	R	2.50	2.20	0.90
#S35 De-fense De-fense	R	2.50	2.20	2.00
#S37 Get the Crowd Into It!	R	2.40	2.00	0.90
#S40 Guard the Paint	R	2.40	2.00	0.90
#S42 Play 'Em Tight	R	2.40	2.00	0.90
#S44 Raising the Bar	R	2.50	2.20	0.90
#S47 Taking the Charge	R	2.40	2.00	0.90
#S48 This is My House!	R	2.90	2.30	2.00
#S50 Turnover	R	2.40	2.00	0.90

#245 Todd Stuessie	F	5.00	3.00	3.00
#249 Drew Bledsoe	C	1.00	0.50	0.20
#255 Willie McGinest	F	5.00	3.00	3.00
#263 Jeff Blake	F	5.00	3.00	3.00
#265 La'Roi Glover	F	5.00	3.00	3.00
#279 Jessie Armstead	F	5.50	4.00	3.50
#290 Jason Sehorn	F	5.00	4.00	3.00
#291 Michael Strahan	F	5.00	3.00	3.00
#310 Ryan Young	F	5.00	3.00	3.00
#313 Tim Brown	F	6.30	5.00	4.00
#316 Rich Gannon	F	5.30	4.00	4.00
#326 Charles Woodson	F	5.80	5.00	4.00
#330 Hugh Douglas	F	5.00	4.00	3.00
#335 Donovan McNabb	F	5.50	4.00	3.50
#342 Troy Vincent	F	5.50	4.00	3.50
#348 Jason Gildon	F	5.00	4.00	3.00
#364 Rodney Harrison	F	5.00	3.00	3.00
#370 Junior Seau	F	6.00	4.00	3.50
#373 Jeff Garcia	C	1.00	0.50	0.20
#374 Charlie Garner	F	5.30	3.00	3.00
#378 Jerry Rice	F	7.90	5.00	4.00
#396 Ricky Watters	F	6.50	5.00	4.00
#401 Marshall Faulk	F	7.00	4.00	4.00
#402 London Fletcher	F	5.00	4.00	3.00
#412 Kurt Warner	F	8.50	5.00	4.00
#416 Mike Alstott	C	1.00	0.50	0.20
#417 Ronde Barber	F	5.00	3.00	3.00
#418 Derrick Brooks	F	5.00	4.00	3.00
#430 Warren Sapp	F	6.00	4.00	3.50
#433 Eddie George	F	6.00	4.00	4.00
#438 Derrick Mason	F	5.00	3.00	3.00
#439 Bruce Matthews	F	5.50	4.00	3.50
#460 Bruce Smith	F	5.50	4.00	4.00
#P08 Flip Pitch Left Go	R	2.00	2.00	1.00
#P09 Flip Pitch Right Go	R	2.00	2.00	1.00
#P10 Goal Line				
Blue Hammer 80	R	2.00	2.00	1.00
#P11 Iso 2 Slam	R	2.00	2.00	1.00
#P12 Play-Action Fade	R	2.00	2.00	1.00
#P13 Slant Left	R	2.00	2.00	1.00
#P15 Counter Right	R	2.00	2.00	1.30
#P17 Dive Left X Go	R	2.00	2.00	1.00
#P19 Double Curl X Go	R	2.00	2.00	1.00
#P21 Fable	R	2.00	2.00	1.00
#P23 Slant Right X	R	2.00	2.00	1.00
#P25 Train Right	R	2.00	2.00	1.30
#P30 Trap Right	R	2.00	2.00	1.00
#P37 Up the Gut	R	2.00	2.00	1.00
#P40 Short Pass	R	2.00	2.00	1.30
#P42 Shovel Pass Right	R	2.00	2.00	1.00
#P48 Middle Blitz	R	2.00	2.00	1.00
#P54 Man-to-Man	R	2.00	2.00	1.00
#P58 Strong Front	R	2.00	2.00	1.00
#S01 Afterburners	R	2.30	2.00	1.00
#S02 Air It Out	R	2.00	2.00	1.00
#S03 Between the Hashes	R	2.00	2.00	1.00
#S04 Big Man	R	2.00	2.00	1.30
#S05 Big Play	R	2.00	2.00	1.00
#S06 Great Block	R	2.00	2.00	1.00
#S07 Lucky Bounce	R	2.00	2.00	1.30
#S08 Second Effort	R	2.00	2.00	1.00
#S09 Thread the Needle	R	2.00	2.00	1.00
#S10 Tuck the Ball In	R	2.00	2.00	1.30
#S11 Back and Forth	R	2.00	2.00	1.00
#S12 Coverage Sack	R	2.00	2.00	1.00
#S13 Deep Blitz	R	2.00	2.00	1.00
#S14 Spy	R	2.00	2.00	1.00
#S15 Collision	R	2.00	2.00	1.00
#S16 Leg Trapped	R	2.00	2.00	1.30
#S17 Speed Bump	R	2.00	2.00	1.00
#S18 Tangled Up	R	2.00	2.00	1.80
#S19 Defensive Holding	R	2.00	2.00	1.00
#S20 Defensive				
Pass Interference	R	2.00	2.00	1.00
#S21 False Start	R	2.00	2.00	1.00
#S22 Offensive Holding	R	2.00	2.00	1.00
#S23 Offsides	R	2.50	2.00	1.80
#S24 Bad Pass	R	2.00	2.00	1.00
#S25 Force Fumble	R	2.00	2.00	1.00

#25 Darren Woodson	C	1.00	0.25	0.25
#26 Chad Morton	C	1.00	0.25	0.25
#27 Brian Mitchell	C	1.00	0.25	0.25
#28 Terrell Davis	C	1.00	1.00	0.25
#29 George Teague	C	1.00	0.25	0.25
#30 Shyrone Stith	C	1.00	0.25	0.25
#31 Mike Cloud	C	1.00	0.25	0.25
#32 Tebucky Jones	C	1.00	0.25	0.25
#33 Brandon Bennett	C	1.00	0.25	0.25
#34 Shaun Alexander	C	1.00	0.25	0.25
#35 Carnell Lake	C	1.00	0.25	0.25
#36 Dainoff Sidney	C	1.00	0.25	0.25
#37 Jon Witman	C	1.00	0.25	0.25
#38 Frank Moseau	C	1.00	0.25	0.25
#39 Zack Walz	C	1.00	0.25	0.25
#40 Ian Gold	C	1.00	0.25	0.25
#41 Warrick Holdman	C	1.00	0.25	0.25
#42 T.J. Slaughter	C	1.00	0.25	0.25
#43 Hardy Nickerson	C	1.00	0.25	0.25
#44 Brian Simmons	C	1.00	0.25	0.25
#45 Keith Brooking	C	1.00	0.25	0.25
#46 Terry Boulware	C	1.00	0.25	0.25
#47 Jessie Tuggle	C	1.00	0.25	0.25
#48 Andy Katzenmoyer	C	1.00	0.25	0.25
#49 Kevin Long	C	1.00	0.25	0.25
#50 Damien Woody	C	1.00	0.25	0.25
#51 Shane Dronett	C	1.00	0.25	0.25
#52 Matt Lepsis	C	1.00	0.25	0.25
#53 Kenny Hixon	C	1.00	0.25	0.25
#54 Greg Jefferson	C	1.00	0.25	0.25
#55 Plaxico Burress	C	1.00	0.25	0.25
#56 Terry Hardy	C	1.00	0.25	0.25
#57 Troy Edwards	C	1.00	0.25	0.25
#58 Raghbi Ismail	C	1.00	0.25	0.25
#59 O.J. McDuffie	C	1.00	0.25	0.25
#60 Tyrone Davis	C	1.00	0.25	0.25
#61 Bobby Engram	C	1.00	0.25	0.25
#62 Peerless Price	C	1.00	0.25	0.25
#63 Jed Weaver	C	1.00	0.25	0.25
#64 Michael Westbrook	C	1.00	0.25	0.25
#65 Patrick Jeffers	F	6.00	5.50	5.00
#66 Jerry Porter	C	1.00	0.25	0.25
#67 Joey Galloway	C	1.00	0.25	0.25
#68 Rob Moore	C	1.00	0.25	0.25
#69 Corey Gagne	C	1.00	0.25	0.25
#70 Cam Cleeland	C	1.00	0.25	0.25
#71 Andrew Jordan	C	1.00	0.25	0.25
#72 Greg Clark	F	12.00	5.00	5.00
#73 Dennis Northcutt	C	1.00	0.25	0.25
#74 Jeremy McDaniel	C	1.00	0.25	0.25
#75 Ron Dixon	C	1.00	0.25	0.25
#76 Darnay Scott	C	1.00	0.25	0.25
#77 Kevin Dyson	C	1.00	0.25	0.25
#78 David Dunn	C	1.00	0.25	0.25
#79 Jason Dawson	C	1.00	0.25	0.25
#80 Damon Jones	C	1.00	0.25	0.25
#81 Travis Taylor	C	1.00	0.25	0.25
#82 David Lafeur	C	1.00	0.25	0.25
#83 Tai Streets	C	1.00	0.25	0.25
#84 Junior Bryant	C	1.00	0.25	0.25
#85 Chuck Smith	C	1.00	0.25	0.25
#86 Dmitrius Underwood	C	1.00	0.25	0.25
#87 Courtney Brown	F	6.00	5.00	5.00
#88 Gilbert Brown	C	1.00	0.25	0.25
#89 John Abraham	F	8.00	6.00	5.00
#90 Rob Morris	C	1.00	0.25	0.25
#91 Rick Lyle	C	1.00	0.25	0.25
#92 Brandon Whiting	C	1.00	0.25	0.25
#93 Rayne Johnson	C	1.00	0.25	0.25
#94 Jake Crumpler	C	1.00	0.25	0.25
#95 Michael Vick	F	10.00	6.00	5.50
#96 Todd Heap	C	1.00	0.25	0.25
#97 Chris Weinke	F	8.00	7.00	6.00
#98 David Terrell	C	1.00	0.25	0.25
#99 Anthony Thomas	C	1.00	0.25	0.25
#100 Chad Johnson	C	1.00	0.25	0.25
#101 Justin Smith	C	1.00	0.25	0.25
#102 Jeff Backus	C	1.00	0.25	0.25
#103 Shaun Rogers	C	1.00	0.25	0.25
#104 Reggie Wayne	C	1.00	0.25	0.25
#105 Jamal Reynolds	F	6.00	5.50	5.00
#106 Robert Ferguson	C	1.00	0.25	0.25
#107 Chris Chambers	C	1.00	0.25	0.25
#108 Jamal Fletcher	C	1.00	0.25	0.25
#109 Deuce McCallister	C	1.00	0.25	0.25
#110 Will Allen	F	6.00	5.50	5.00
#111 Lamont Jordan	C	1.00	0.25	0.25
#112 Santana Moss	C	1.00	1.00	0.25
#113 Freddie Mitchell	C	1.00	0.25	0.25
#114 Andre Carter	F	7.00	5.50	5.00
#115 Ladarius Tomlinson	F	10.00	6.00	5.50
#116 Drew Brees	F	6.00	6.00	5.50
#117 Rod Gardner	C	1.00	0.25	0.25
#118 Fred Smoot	C	1.00	0.25	0.25
#119 Derrick Gibson	C	1.00	0.25	0.25
#120 Adam Archuleta	F	6.00	5.50	5.00
#121 Damien Lewis	C	1.00	0.25	0.25
#122 Michael Bennett	C	1.00	1.00	0.25
#123 Leonard Davis	F	6.00	5.50	5.00
#124 Quincy Morgan	C	1.00	0.25	0.25
#125 Marcus Stroman	F	6.00	5.50	5.00
#126 Kenyatta Walker	C	1.00	0.25	0.25
#127 Willie Middlebrooks	C	1.00	0.25	0.25
#128 Kendrick Bell	C	1.00	0.25	0.25
#129 Casey Hampton	C	1.00	0.25	0.25
#130 Nate Clements	C	1.00	0.25	0.25
#131 Steve Hutchinson	C	1.00	0.25	0.25
#132 Koren Robinson	F	6.00	5.50	5.00
#133 Brandon Stokley	C	1.00	0.25	0.25

#134 Jake Reed	C	1.00	0.25	0.25
#135 Kevin Donnalley	C	1.00	0.25	0.25
#136 Todd Stuessie	F	7.00	5.50	5.00
#137 Ted Washington	C	1.00	0.25	0.25
#138 Jon Kitna	C	1.00	0.25	0.25
#139 Todd Lyght	C	1.00	0.25	0.25
#140 Tom Holmes	C	1.00	0.25	0.25
#141 Priest Home	C	1.00	0.25	0.25
#142 James McKnight	C	1.00	0.25	0.25
#143 Albert Connell	C	1.00	0.25	0.25
#144 Jay Bellamy	C	1.00	0.25	0.25
#145 James Darling	C	1.00	0.25	0.25
#146 Matthew Hatchete	C	1.00	0.25	



Decius	R	3.50	3.00	3.00
Devidan Door	R	3.00	3.00	3.00
Diplomatic Conference	R	3.00	3.00	3.00
Edro Papa 607 Killer Drone	R	3.80	3.00	3.00
Edo Vessel	R	3.00	3.00	3.00
FGC-47 Research	R	3.00	3.00	3.00
Fissure Research	R	3.00	3.00	3.00
Future Enterprise	UR	61.00	55.00	42.00
Gomtuu	R	3.00	3.00	3.00
Governor Worf	R	6.00	6.00	5.00
I.K.C. Fek'hr	R	4.00	3.00	3.00
Ian Andrew Troy	R	4.00	3.00	3.00
Iconian Gateway	R	3.00	3.00	3.00
Interrogation	R	3.00	3.00	3.00
Jack Crusher	R	3.00	3.00	3.00
K'mtar	R	3.00	3.00	3.00
Major Rakal	R	4.00	4.00	3.50
Ophidian Cane	R	4.00	3.00	3.00
Quash Conspiracy	R	3.00	3.00	3.00
Rachel Garrett	R	4.00	3.00	3.00
Receptacle Stones	R	3.80	3.00	3.00
Ressikan Flute	R	4.30	4.00	3.50
Reunion	R	3.00	3.00	3.00
Revolving Door	R	3.00	3.00	3.00
Risa Shore Leave	R	3.00	3.00	3.00
Samuel Clemens	R	3.50	3.00	3.00
Pocketwatch	R	3.50	3.00	3.00
Seize Wesley	R	3.00	3.00	3.00
Sevan Defuse	R	3.50	3.00	3.00
Tasha Yar-Alternate	R	5.00	5.00	5.00
U.S.S. Enterprise-C	R	8.00	6.00	6.00
Vorgon Raiders	R	3.50	3.00	3.00
Warped Space	R	3.00	3.00	3.00
Wartime Conditions	R	3.00	3.00	3.00

Q-CONTINUUM (121 cards)				
Q-Continuum Set	97.25	96.50	95.75	
Q-Continuum Booster Box	73.00	72.00	71.00	
Q-Continuum Booster Pack	3.40	3.00	2.70	
Rare card	3.10	3.00	3.00	
Uncommon card	0.80	0.60	0.50	
Common card	0.25	0.20	0.10	
CARD NAME RAR UPR MED LOW				
Arbiter of Succession	R	3.00	3.00	3.00
Bendii Syndrome	R	3.50	3.00	3.00
Blade of T'Pol	R	3.50	3.00	3.00
Brainwash	R	3.00	3.00	3.00
Calamarian	R	3.00	3.00	3.00
Canar	R	3.50	3.00	3.00
Data's Body	UR	4.30	4.00	3.00
Doppelganger	R	5.00	3.00	3.00
Drag Net	R	3.00	3.00	3.00
Galen	R	6.00	4.00	4.00
I am not a Merry Man!	R	3.00	3.00	3.00
I.K.C. Maht-H'a	R	3.50	3.00	3.00
Investigate Legend	R	3.00	3.00	3.00
Ira Graves	R	3.00	3.00	3.00
Juliana Tainer	R	4.00	3.00	3.00
Katherine Pulaski	R	4.00	3.00	3.00
Keiko O'Brien	R	4.00	3.00	3.00
Klingon Civil War	L	3.00	3.00	3.00
Lal	R	4.00	3.00	3.00
Madam Guinan	R	5.00	4.00	4.00
Madred	R	3.00	3.00	3.00
Manheim's	R	3.00	3.00	3.00
Dimensional Door	R	3.00	3.00	3.00
Mona Lisa	R	3.50	3.00	3.00
Mortal Q	R	4.00	3.50	3.00
Mr. Horn	R	3.00	3.00	3.00
Nick Locarno	R	3.50	3.00	3.00
Paul Manheim	R	3.00	3.00	3.00
Paxan "Wormhole"	R	3.00	3.00	2.50
Plague Planet	R	3.00	3.00	3.00
Samaritan Snare	R	3.00	3.00	3.00
System-wide	R	3.00	3.00	3.00
Cascade Failure	R	3.00	3.00	3.00
Tarchannen Study	R	3.00	3.00	2.50
Taris	R	4.00	3.00	3.00
Tarmin	R	3.00	3.00	3.00
Terix	R	3.00	3.00	3.00
Terraforming Station	R	3.00	3.00	3.00
The Shellak	R	4.00	3.80	3.50
U.S.S. Stargazer	R	5.00	5.00	4.50
Yuta	R	4.00	3.00	3.00
Zalkonian Storage Capsule	R	3.00	3.00	3.00
Zon	R	3.50	3.00	3.00

1ST CONTACT (130 cards)				
First Contact Set	135.00	125.00	115.00	
First Contact Booster Box	70.00	70.00	70.00	
First Contact Booster Pack	3.40	3.30	3.10	
Rare card	3.10	3.00	3.00	
Uncommon card	0.80	0.60	0.50	
Common card	0.25	0.20	0.10	
CARD NAME RAR UPR MED LOW				
Abandon Mission	R	2.90	2.50	2.50
Admiral Hayes	R	3.00	3.00	3.00
Alas, Poor Queen	R	3.90	3.30	3.00
Alyssa Ogawa	R	3.00	3.00	3.00
Android Headlock	R	3.00	3.00	2.60
Antique Machine Gun	R	3.90	3.30	3.00
Assimilate Homeworld	R	3.80	3.00	3.00
Assimilate This!	R	3.00	3.00	2.60
Beverly Crusher	R	6.40	5.50	5.00
Borg Kiss	R	3.40	3.00	3.00
Borg Neuroprocessor	R	3.00	3.00	3.00
Borg Queen	R	12.50	10.00	6.50
Build Interplexing Beacon	R	3.80	3.00	2.80
Data	R	9.90	8.30	5.50
Deanna Troi	R	7.10	5.50	5.00
Espionage Mission	R	3.00	3.00	2.60
Geordi La Forge	R	8.40	7.00	5.30
Jean-Luc Picard	R	12.50	10.00	7.30
Lily Sloane	R	4.20	3.50	3.00
Magic Carpet Ride OOD	R	3.40	3.00	3.00
Montara Missile Complex	R	3.00	3.00	3.00
My First Raygun	R	3.00	3.00	3.00
Ocular Implants	R	3.40	3.00	3.00
Ooby Dooby	R	3.00	3.00	3.00
Paul Porter	R	3.00	3.00	3.00
Phoenix	R	4.80	3.50	3.00
Primitive Culture	R	3.80	3.00	3.00
Queen's Borg Cube	R	6.50	5.00	5.00
Queen's Borg Sphere	R	5.80	4.80	4.10
Regenerate	R	4.40	3.50	3.00
Reginald Barclay	R	4.20	3.50	3.00
Retask	R	4.00	3.50	3.00
Salvage Starship	R	3.40	3.00	3.00
Scout Encounter	R	3.00	3.00	3.00
Shipwreck	R	3.80	3.00	3.00
Solkar	R	4.00	3.50	3.00
Stop First Contact	R	3.70	3.30	3.00
Strict Dress Code	R	3.40	3.00	3.00
Temporal Wake	R	3.00	3.00	3.00
Theta-Radiation Poisoning	R	3.70	3.30	3.00
Three-Dimensional Thinking R	R	3.00	3.00	3.00
U.S.S. Enterprise-E	R	10.00	10.00	9.30
Undetected Beam-In	R	3.00	3.00	3.00
Visit Cochrane Memorial	R	4.10	3.00	3.00
Wall of Ships	R	4.40	3.50	3.00
Weak Spot	R	3.90	3.30	3.00
William T. Riker	R	10.00	9.00	6.50
Worf	R	8.80	7.00	6.00
Zefram Cochrane	R	5.40	5.00	3.50
Telescope	R	3.00	3.00	3.00

DEEP SPACE NINE (277 cards)				
DS9 Set	223.75	222.50	221.25	
DS9 Starter Box	108.75	107.50	106.25	
DS9 Booster Box	73.75	72.50	71.25	
DS9 Starter Deck	9.00	8.50	7.90	
DS9 Booster Pack	3.00	3.00	2.80	
Rare card	3.10	3.00	3.00	
Uncommon card	0.80	0.60	0.50	
Common card	0.25	0.20	0.10	
CARD NAME RAR UPR MED LOW				
Amin Murriza	R	3.90	3.00	3.00
Access Relay Station	R	3.00	3.00	2.60
Aid Fugitives	R	3.80	3.00	3.00
Airlock	R	3.80	3.00	3.00
Aldara	R	4.80	3.50	3.00
Alien Gambling Device	R	3.00	3.00	3.00
Altovar	R	3.40	3.00	3.00
Automated Security System	R	3.80	3.00	3.00
Bajran Civil War	R	3.80	3.00	3.00
Bareil Antos	R	4.90	3.80	3.00
Baseball	R	4.40	3.50	3.00
Benjamin Sisko	R	13.00	7.80	5.10
Boheeka	R	3.40	3.00	3.00
Borad	R	3.00	3.00	3.00
Bo'rak	R	3.00	3.00	3.00
Camping Trip	R	3.00	3.00	2.60
Central Command	R	4.40	3.50	3.00

THE DOMINION (134 cards)				
Domination Set	73.75	72.50	71.25	
Domination Booster Box	63.75	62.50	61.25	
Domination Booster Pack	2.80	2.50	2.50	
Rare card	3.10	3.00	3.00	
Uncommon card	0.80	0.60	0.50	
Common card	0.25	0.20	0.10	
CARD NAME RAR UPR MED LOW				
10 and 01	R	4.10	3.00	3.00
Admiral Leyton	R	3.00	3.00	3.00
Admiral Riker	UR	23.75	20.00	20.00
Amat'igan	R	4.10	3.00	3.00
Betazed Invasion	R	3.00	3.00	2.60
Borath	R	3.00	3.00	3.00
Captain Kirk	UR	25.00	25.00	25.00
Chula: The Chandra	R	3.00	3.00	3.00
Ch'Pok	R	3.00	3.00	3.00
Croden's Key	R	4.60	3.30	3.00
Damar	R	3.00	3.00	3.00
D'deridex Advanced	R	4.60	3.30	3.00
Empok Nor	R	4.00	4.00	3.30
Founder Leader	R	4.00	3.50	3.00
Founder Orb	R	3.00	3.00	3.00
Gartek	R	6.00	5.00	3.30

Cha'Joh	R	3.80	3.00	3.00
Chamber of Ministers	R	4.00	3.50	3.00
Changing Research	R	3.40	3.00	3.00
Colonel Day	R	3.40	3.00	3.00
Cure Blight	R	3.00	3.00	3.00
Danar	R	4.00	3.50	3.00
Deep Space 9/Terek Nor	R	11.00	7.30	6.30
Defiant Dedication Plaque	R	4.40	3.80	3.10
D'Ghor	R	3.00	3.00	3.00
DNA Clues	R	3.40	3.00	3.00
Dukat	R	8.80	7.00	5.60
Duranja	R	3.80	3.00	3.00
Elim Garak	R	7.10	5.50	5.00
Enabran Tain	R	3.80	3.00	3.00
Entek	R	3.90	3.30	3.00
Establish Tractor Lock	R	4.30	3.30	3.00
Garak Has Some Issues	R	4.10	3.00	3.00
Garak's Tailor Shop	R	3.00	3.00	3.00
General Krim	R	3.00	3.00	3.00
Gloria Rejal	R	3.00	3.00	3.00
Going to the Top	R	4.10	3.00	3.00
Griika	R	3.80	3.00	3.00
Groumall	R	3.80	3.00	3.00
Harvester Virus	R	3.00	3.00	2.60
HQ: Return Orb to Bajor	R	4.40	3.50	3.00
I.K.C. Toi Kaht	R	4.60	3.30	3.00
Investigate Rumors	R	3.00	2.80	2.50
Jadzia Dax	R	12.00	9.50	7.10
Jake and Nog	R	7.90	6.30	5.00
Jura Essa	R	3.80	3.00	3.00
Julian Bashir	R	10.00	9.00	5.80
Kai Opaka	R	4.80	3.50	3.00
Karina	R	3.80	3.00	3.00
Kai Nerys	R	10.00	8.50	6.30
Korinas	R	3.00	3.00	3.00
Kovak	R	3.00	3.00	3.00
Lenaris Holem	R	3.00	3.00	3.00
Li Nalax	R	4.40	3.50	3.00
Makbar	R	3.80	3.00	3.00
Martus Mazur	R	3.80	3.00	3.00
Mora Pol	R	3.00	3.00	3.00
Morka	R	3.80	3.00	3.00
Mysterious Orb	R	4.30	3.30	3.00
Natima Lang	R	3.00	3.00	3.00
Neela	R	3.00	3.00	3.00
No Loose Ends	R	3.40	3.00	3.00
Odo	R	10.00	8.50	5.50
Orb Fragment	R	4.00	3.50	3.00
Paltra	R	3.00	3.00	3.00
Plain, Simple Garak	R	7.50	5.50	5.00
Plans of the Obsidian Ring	R	3.80	3.00	2.60
Plans of the Tai Shiar	R	4.00	3.50	3.00
Prakesh	R	4.40	3.50	3.00
Protouniverse	R	3.80	3.00	3.00
Puzka	R	3.40	3.00	3.00
Ripkik Karn	R	3.00	3.00	3.00
Recruit Mercenaries	R	3.00	3.00	3.00
Rescue Personnel	R	3.80	3.00	3.00
Relaya	R	3.00	3.00	3.00
Ruwon	R	3.80	3.00	3.00
Sakonna	R	3.80	3.00	3.00
Salth'ra Clock	R	4.30	3.30	3.00
Secret Compartment	R	3.00	3.00	3.00
Seismic Quake	R	3.00	3.00	3.00
Selveth	R	3.80	3.00	3.00
Shakaar Edon	R	3.90	3.30	3.00
Sorus	R	3.80	3.00	3.00
Surmak Ren	R	3.80	3.00	3.00
System Diagnosis	R	3.80	3.00	2.60
System 5 Disruptors	R	3.00	3.00	3.00
Tahna Los	R	4.40	3.50	3.00
Tekeny Ghemor	R	3.00	3.00	3.00
The Three Vipers	R	3.40	3.00	3.00
The Walls Have Ears	R	3.00		

HQ: Orbital	R	4.20	3.00	3.00
Weapons Platform	R	4.20	3.00	3.00
I.K.C. Groth	R+	4.90	4.30	4.00
I.K.C. Ning'tao	R	4.80	3.50	3.00
Keras	R+	5.20	4.50	4.00
Kira	R+	6.90	4.80	4.10
Lt. Bailey	R+	6.00	5.00	4.00
Lt. Bashir	R+	8.00	5.00	4.60
Lt. Dax	R+	11.25	7.00	5.00
Lt. Sisko	X	7.30	5.00	3.50
Lt. Sulu	R+	9.00	5.50	5.00
Lt. Uhura	R+	10.00	8.00	5.30
Lucyis	R+	5.60	4.50	4.00
Lumbra	R+	4.90	4.30	4.00
Make It So	R	3.40	3.00	3.00
Mr. Scott	R+	10.00	6.00	3.50
Mr. Spock	R+	12.50	10.00	6.50
Odo	R	9.80	7.00	5.00
Orb of Time	R	3.90	3.00	3.00
Resistance is Futile	R	3.00	3.00	3.00
Starship Enterprise	R+	12.25	8.50	6.10
Stolen Attack Ship	R	5.10	3.50	3.00
The Centurian	R+	5.60	4.50	4.00
Third of Five	R+	5.00	4.50	4.00
Thot Gor	R+	5.30	4.30	4.00
Veal	R	4.80	4.00	4.00
Weyoun's Warship	R	4.60	4.00	3.30
Worf	R+	9.00	5.50	5.00

REFLECTIONS (105 Cards)	UPR	MED	LOW
Reflections Foil Set	403.75	402.50	401.25
Reflections Booster Box	139.75	131.50	123.25
Reflections Booster Pack	8.30	5.50	5.30
Super-Rare cards	5.00	5.00	4.00
Very Rare cards	5.00	3.00	2.50

CASE TOPPER (1/Case)	UPR	MED	LOW
Seven of Nine	Pr 55.00	50.00	37.50
DISPLAY BOX TOPPER (1/Box)	UPR	MED	LOW
100,000 Tribbles (Clone)	Pr 12.50	10.50	8.60
Admiral Riker	Pr 12.00	8.50	5.80
Dr. T'Pol	Pr 11.75	8.50	5.80
Gowron of Borg	Pr 11.75	8.50	5.80

CARD NAME	RAR	UPR	MED	LOW
Benjamin Sisko	SRF	15.00	7.00	7.00
Borg Queen	URF	42.00	30.00	25.00
Chia'oh	VRF	5.00	4.00	2.50
Chakotay	VRF	5.00	4.00	2.50
Damar	SRF	15.00	8.00	7.00
Data	SRF	15.00	8.00	7.00
Decus	VRF	5.00	4.00	2.50
Future Enterprise	URF	42.00	30.00	25.00
Garak	VRF	5.00	4.00	2.50
Geordi La Forge	SRF	10.00	7.00	6.00
Governor Worf	SRF	10.00	6.00	5.00
I.K.C. Bortas	VRF	5.00	4.00	2.50
I.K.C. Fek'lehr	VRF	5.00	4.00	2.50
I.K.C. Hegg'la	VRF	5.00	4.00	2.50
I.K.C. Rotaran	VRF	5.00	4.00	2.50
Interrogation	VRF	5.00	5.00	2.50
Investigate Rumors	VRF	5.00	4.00	2.50
Jadzja Dax	SRF	12.50	7.00	7.00
Jean-Luc Picard	URF	42.00	30.00	25.00
Kalshak	VRF	5.00	4.00	2.50
Khazara	VRF	5.00	4.00	2.50
Kira Founder	VRF	5.00	4.00	2.50
Kira Nerys	SRF	10.00	6.00	5.80
O'Brien Founder	VRF	5.00	4.00	2.50
Ocular Implants	VRF	5.00	5.00	2.50
Odo	SRF	10.00	8.00	7.00
Prakesh	VRF	4.50	4.00	2.50
Queen's Borg Cube	SRF	8.00	7.00	6.00
Study Nebula	VRF	5.00	4.00	2.50
Supernova	VRF	5.00	4.00	2.50
U.S.S. Defiant	URF	42.00	35.00	26.00
U.S.S. Enterprise	SRF	15.00	12.00	9.00
U.S.S. Enterprise-C	VRF	7.00	5.00	5.00

HORROR, HORROR (131 cards)	UPR	MED	LOW	
Mirror, Mirror Set	213.75	212.50	211.25	
Mirror, Mirror Booster Box	83.75	82.50	81.25	
Mirror, Mirror Booster Pack	3.30	3.00	3.00	
Rare-plus card	5.00	4.50	4.00	
Rare card	3.10	3.00	3.00	
Uncommon card	0.80	0.60	0.50	
Common card	0.25	0.20	0.10	
CARD NAME	RAR	UPR	MED	LOW
A Fast Ship Would Be Nice	R	3.00	3.00	3.00
Artillery Attack	R	3.00	3.00	3.00
Bajoran Warship	R	3.50	3.00	3.00
Bareil	R+	5.50	4.00	4.00
Captain Bashir	R+	10.00	7.00	6.00
Captain Dax	R+	12.00	8.00	7.00
Chief Engineer Scott	R+	8.50	7.00	6.00
Chief Navigator Chekov	R+	8.00	6.00	4.00
Chief Surgeon McCoy	R+	10.00	8.00	4.00
Comm Officer Uhura	R+	8.00	6.00	4.00
Commander Charanvek	R+	5.00	5.00	4.00
Commander Leeta	R	4.50	4.00	4.00
Construct Starship	R	4.00	3.00	3.00
Defiant	R+	10.00	8.00	6.00
Denevan Neural Parasites	R	3.00	3.00	3.00
Dr. Farallon	R	3.00	3.00	3.00
Ezri	R+	5.00	4.00	4.00
Fesarius	R	3.50	3.00	3.00
First Officer Spock	UR	60.00	50.00	36.00
Fontaine	R+	4.50	4.00	4.00
Halkan Council	R	3.00	3.00	3.00
Horta	R	3.50	3.00	3.00
I.S.S. Enterprise	R+	12.00	10.00	6.00
Jake Sisko	R+	6.00	5.00	4.00
James Tiberius Kirk	R+	12.00	10.00	8.00

Vonk	R	3.00	2.50	2.00
War Council	R	3.00	2.50	2.00
THE BORG (143 cards)	UPR	MED	LOW	
The Borg Set	123.75	122.50	121.25	
The Borg Booster Box	84.75	76.00	68.00	
The Borg Booster Pack	3.30	3.00	2.70	
Rare-plus cards	5.50	5.00	4.00	
Rare cards	3.00	3.00	3.00	
Uncommon cards	0.80	0.50	0.50	
Common cards	0.25	0.10	0.10	
CARD NAME	RAR	UPR	MED	LOW
B'Elanna	R+	10.00	10.00	5.00
Borg Cube	U	0.80	0.80	0.50
Borg Data Node	U	0.80	0.80	0.50
Borg Nanoprobes	U	0.80	0.80	0.50
Borg Queen	R+	12.00	10.00	7.00
Borg Queen's Ship	R	5.00	5.00	5.00
Borg Tactical Cube	R	5.00	4.00	4.00
Captain Chakotay	R+	10.00	10.00	5.00
Deanna Troi	R+	10.00	10.00	5.00
Equinox Doctor	R+	7.50	7.50	5.00
Equinox Doctor (AC)	R+	9.00	8.00	7.50
Feedback Surge	U	0.80	0.80	0.50
Fifth	R+	6.50	6.00	4.00
Hajjir (AC)	R+	6.00	6.00	6.00
I.K.C. Voq'Jeng	R+	6.50	6.00	4.00
Icheb	R+	6.00	6.00	4.00
Icheb (AC)	R+	6.00	6.00	5.50
Invasive Procedures	U	0.80	0.80	0.50
Karr	R+	6.50	6.00	4.00
Kazon Fighter	U	0.80	0.80	0.50
Kes	R+	10.00	10.00	4.00
Liberty	R+	7.50	7.00	4.00
Manika (AC)	R+	6.00	6.00	6.00
Maturation Chamber	U	0.80	0.80	0.50
Mezoti (AC)	R+	6.00	6.00	5.50
Multivector Assault Mode	U	0.80	0.80	0.50
Omega Directive	U	0.80	0.80	0.50
Omega Particle	U	0.90	0.80	0.50
One	R+	6.00	6.00	6.00
Orum (AC)	R+	6.00	6.00	6.00
Photonic Energy Beam	U	0.80	0.80	0.50
Rebi and Azan (AC)	UR	4.00	6.00	5.50
Reginald Barclay	UR	47.00	35.00	25.00
Riley Frasier (AC)	R+	7.50	6.00	5.50
Sabotaged Negotiations	U	0.80	0.80	0.50
Seven of Nine	R+	15.00	10.00	7.00

VOYAGER (261 Cards/17 Vars)	UPR	MED	LOW	
Voyager Set	243.75	242.50	241.25	
Voyager Starter Display	78.75	77.50	76.25	
Voyager Starter Deck	10.00	10.00	9.00	
Voyager Booster Box	68.75	67.50	66.25	
Voyager Booster Pack	3.40	3.30	3.10	
Rare cards	3.10	3.00	2.90	
Uncommon cards	0.80	0.50	0.50	
Common cards	0.50	0.10	0.10	
Fixed cards (x)	0.50	0.20	0.15	
CARD NAME	RAR	UPR	MED	LOW
Aggressive Behavior	R	3.00	3.00	2.30
Ancestral Vision	R	3.00	3.00	2.30
Arturis	R	3.00	3.00	2.30
Astral Dye	R	3.00	3.00	2.30
B'Elanna Torres	R	9.30	6.50	5.30
B'Elanna Torres	R	11.00	8.00	5.50
Barzan Wormhole	R	3.80	3.00	2.30
Caretaker's Array	R	4.50	3.00	2.30
Chakotay	R	9.30	6.50	4.90
Chakotay	R	10.50	7.50	4.90
Culluh	R	3.00	2.80	2.10
Cure Deadly Virus	R	2.90	2.30	1.30
Danara Pel	R	3.00	2.80	2.10
Delta Flyer	R	6.70	5.00	3.90
Dereth	R	3.00	2.80	2.10
Dr. Arridor	R	3.00	2.80	2.10
Dr. Ma'Vor Jetrul	R	3.00	2.80	2.10
Dr. Telek R'Mor	R	3.00	2.80	2.10
Hanonian Land Eel	R	3.00	2.80	2.10
Haron	R	3.00	2.80	2.10
Harry Kim	R	7.90	6.00	4.50
Hull Breach	R	3.00	2.80	2.10
Investigate Quantum Singularity	R	2.90	2.30	1.30
Karden	R	3.00	2.80	2.10
Kathryn Janeway	R	10.75	8.00	6.50
Kazon Warship	R	4.50	3.00	2.30
Kes	R	7.80	5.50	5.30
Kes	R	9.30	6.50	5.30
Kol	R	3.00	3.00	2.30
Kurros	R	3.00	3.00	2.30
Lon Suder	R	3.80	2.80	2.10
Lon Suder	R	4.50	2.80	2.10
Macrovirus	R	3.00	3.00	2.30
Maxwell Burke	R	3.00	2.80	2.10
Maxwell Burke	R	3.80	2.80	2.10
Minnis	R	3.00	2.80	2.10
Motura	R	3.00	3.00	2.30
Neelix	R	9.30	6.50	5.30
Neelix	R	9.10	7.00	5.30
Nevala	R	3.00	3.00	2.30
Penk	R	3.00	3.00	2.30
Quinn	R	3.00	3.00	2.30
Razik	R	3.40	3.00	2.30
Rekar	R	3.00	3.00	2.30
Restore Victims	R	3.00	2.50	1.30
Rudolph Ransom	R	3.00	2.80	2.10
Rudolph Ransom	R	3.80	2.80	2.10
Samantha Wildman	R	3.80	3.00	2.30
Seska	R	6.80	6.00	4.10
Seska	R	8.00	7.00	4.10
Seven of Nine	R	11.50	9.00	7.30
Seven of Nine	R	15.25	10.00	7.30
Subspace Fracture	R	3.00	3.00	2.30
Sulan	R	3.00	3.00	2.30
Tabor	R	3.00	2.80	2.10
Tabor	R	3.80	2.80	2.10
Tanis	R	3.00	2.80	2.10
The Cloud	R	3.00	2.80	2.10
The Doctor	R	9.10	7.00	4.50
The Pandari Champion	UR	43.00	25.00	22.75
The Swarm	R	3.00	3.00	2.30
Tierra	R	3.00	3.00	2.30
Tom Paris	R</			



Geonosian Fighter	C	0.25	0.25	0.10
Geonosian Guard	U	1.00	1.00	0.50
Geonosian Sentry	R	4.00	4.00	3.40
Geonosian Squad	C	0.25	0.25	0.10
Geonosian Warrior	U	1.00	1.00	0.70
Go to the Temple	U	1.00	1.00	0.50
Gozanti Cruiser	C	0.25	0.25	0.10
Hatch a Clone	C	0.25	0.25	0.10
Hero's Dodge	C	0.25	0.25	0.10
Hero's Duty	R	4.00	4.00	3.00
Hero's Flaw	R	4.00	3.80	3.00
High-Force Dodge	C	0.25	0.25	0.10
Hyperdrive Ring	C	0.25	0.25	0.10
Infantry Battle Droid, B1 Series	U	1.00	1.00	0.70
Interference in the Senate	R	4.00	4.00	3.00
InterGalactic Banking Clan Starship	C	0.25	0.25	0.10
Jango Fett (A)	R	9.80	5.50	4.80
Jango Fett (B)	R	7.50	5.00	4.00
Jango Fett (C)	U	1.30	1.00	0.70
Jango Fett (D)	C	0.25	0.25	0.10
Jar Jar Binks (A)	R	5.00	4.00	3.80
Jawa Sandcrawler	U	1.00	1.00	0.50
Jedi Call for Help	R	4.10	4.00	3.80
Jedi Council Summons	R	4.00	4.00	3.80
Jedi Knight's Deflection	R	4.00	3.80	3.00
Jedi Patrol	U	1.00	1.00	0.50
Jedi Starfighter 3R3	C	0.25	0.25	0.10
Kaminoan Guard	U	1.00	1.00	0.70
Kit Fisto (A)	U	1.00	1.00	0.70
Knockdown	C	0.25	0.25	0.10
Lama Su (A)	R	4.10	4.00	3.40
Lost in the Asteroids	C	0.25	0.25	0.10
Lull in the Fighting	C	0.25	0.25	0.10
Luxury Airspeeder	U	1.00	1.00	0.70
Master and Apprentice	U	1.00	1.00	0.70
Mending	C	0.25	0.25	0.10
N-1 Starfighter	C	0.25	0.25	0.10
Naboo Cruiser	C	0.25	0.25	0.10
Naboo Defense Station	R	4.00	4.00	3.00
Naboo Royal Starship	C	0.25	0.25	0.10
Naboo Security Guard	U	1.00	1.00	0.50
Naboo Senatorial Escort	C	0.25	0.25	0.10
Naboo Spaceport	U	1.00	1.00	0.50
Naboo Starfighter Squadron	C	0.25	0.25	0.10
Nexu	U	1.00	1.00	0.70
Nute Gunray (A)	U	1.00	1.00	0.50
Obi-Wan Kenobi (A)	R	8.00	5.50	5.00
Obi-Wan Kenobi (B)	U	1.30	1.00	0.70
Obi-Wan Kenobi (C)	C	0.25	0.25	0.10
Obi-Wan's Starfighter (A)	R	6.00	5.00	4.00
Order Here	R	4.00	3.50	3.00
Padawan's Deflection	C	0.25	0.25	0.10
Padmé Amidala (A)	R	5.30	5.00	4.40
Padmé Amidala (B)	R	5.00	4.50	4.00
Padmé Amidala (C)	U	1.00	1.00	0.70
Padmé Amidala (D)	C	0.25	0.25	0.10
Padmé's Yacht (A)	R	4.00	4.00	3.80
Patrol Speeder	C	0.25	0.25	0.10
Peace on Naboo	C	0.25	0.25	0.10
Plott's Dodge	C	0.25	0.25	0.10
Plo Koon (A)	R	4.60	4.00	3.80
Plot the Secessor	R	4.00	4.00	3.00
Poggle the Lession (A)	U	1.00	1.00	0.50
Power Dive	R	4.00	3.80	3.40
Queen Jamillia (A)	R	4.30	4.00	4.00
R2-D2 (A)	R	5.00	5.00	3.90
Recon Speeder	U	1.00	1.00	0.50
Reek	U	1.00	1.00	0.50
Republic Assault Ship	U	1.00	1.00	0.70
Republic Attack Gunship UH-478	C	0.25	0.25	0.10
Republic Cruiser	C	0.25	0.25	0.10
Republic Refractor	C	0.25	0.25	0.10
Return to Spaceport	C	0.25	0.25	0.10
Rickshaw	C	0.25	0.25	0.10
San Hill (A)	U	1.00	1.00	0.50
Second Effort	R	4.00	3.80	3.00
Seek the Council's Wisdom	R	4.10	4.00	3.00
Shaak Ti (A)	U	1.00	1.00	0.70
Ship Arrival	U	1.00	1.00	0.50
Shu Mai (A)	U	1.00	1.00	0.50
Slave I (A)	R	6.50	5.80	4.00
Slumming on Coruscant	C	0.25	0.25	0.10
Sonic Shockwave	C	0.25	0.25	0.10

Speeder Bike Squadron	C	0.25	0.25	0.10
Spirit of the Fallen	R	4.00	4.00	3.60
Splinter the Republic	U	1.00	1.00	0.70
Starship Refit	C	0.25	0.25	0.10
Strength of Hate	U	1.00	1.00	0.70
Subtle Assassination	U	1.00	1.00	0.70
Super Battle Droid 8EX	U	1.00	1.00	0.50
Surge of Power	C	0.25	0.25	0.10
Swoop Bike	C	0.25	0.25	0.10
Take the Initiative	C	0.25	0.25	0.10
Target Locked	C	0.25	0.25	0.10
Target the Senator	R	4.30	3.90	3.40
Taun We (A)	R	4.00	4.00	3.00
Taylander Shuttle	C	0.25	0.25	0.10
Techno Union Starship	C	0.25	0.25	0.10
Trade Federation Battleship	U	1.00	1.00	0.70
Trade Federation Battleship Core	U	4.00	4.00	3.00
Trade Federation T-9979	U	1.00	1.00	0.50
Trade Federation War Freighter	C	0.25	0.25	0.10
Tyrannus's Edict	R	4.30	4.00	3.40
Tyrannus's Geonosian Speeder (A)	R	4.00	4.00	3.80
Tyrannus's Gift	U	1.00	1.00	0.70
Tyrannus's Solar Sailer (A)	R	5.00	4.30	3.80
Tyrannus's Wrath	R	4.30	4.00	3.80
Underworld Connections	U	1.00	1.00	0.70
Walking Droid Fighter	C	0.25	0.25	0.10
War Will Follow	R	4.00	3.60	3.00
Ward of the Jedi	R	4.00	3.80	3.40
Wat Tambor (A)	U	1.00	1.00	0.50
Watto (A)	U	1.00	1.00	0.50
Weapon Response	U	1.00	1.00	0.50
Wedding of Destiny	U	1.00	1.00	0.70
Windu's Solution	R	4.30	4.00	3.40
Yoda (A)	R	5.80	5.00	4.50
Yoda (B)	U	1.30	1.00	0.70
Yoda's Intervention	R	4.00	4.00	3.40
Zam Wesell (A)	R	5.00	4.30	3.80
Zam Wesell (B)	C	0.25	0.25	0.10
Zam's Airspeeder (A)	U	1.00	1.00	0.70
Total		366.50	329.50	258.30



Warhammer 40,000 Set	397.50	395.00	392.50	
WH40K Starter Box	95.00	95.00	95.00	
WH40K Booster Box	85.00	85.00	85.00	
WH40K Starter Deck	9.00	9.00	9.00	
WH40K Booster Pack	3.00	3.00	3.00	
CARD NAME	RAR	UPPR	REFD	LOW
5th Co. Standard Bearer	R	4.10	3.50	3.40
Abandoned Settlement	C	0.20	0.15	0.10
Adepta Sororitas	R	4.40	3.30	3.00
Agemann's Bodyguard	U	1.30	1.00	0.90
Akhal	R	4.10	3.30	3.00
Aleathra	C	0.20	0.15	0.10
Apothecary Singa	C	0.20	0.15	0.10
'Ar'd Boyz	C	0.20	0.15	0.10
Ardean Raiders	C	0.20	0.15	0.10
Ardeas Valley	X	1.00	1.00	0.80
Arennis	U	1.10	1.00	0.90
Arthridil	U	1.00	1.00	0.90
Assault Drop Pods	R	5.60	3.30	3.00
Assurmen	R	4.90	3.30	3.00
Atrerion	R	1.00	1.00	0.90
Avatar	F	8.30	6.00	4.30
Baal Predator	U	1.00	1.00	0.90
Bad Moon Boyz	C	0.20	0.15	0.10
Baharroth	C	0.20	0.15	0.10
Balechda	C	0.20	0.15	0.10
Barbed Wire	C	0.20	0.15	0.10
Barbican Peaks	X	1.00	1.00	0.80
Barbican Settlers	C	0.20	0.15	0.10
Battle Wagon	F	7.50	6.00	4.30
Big Wattle, Mekboss	U	1.00	1.00	0.90
Bike Squad	C	0.20	0.15	0.10
Blood Angels Terminators	C	0.20	0.15	0.10
Blood Axe Boyz	U	1.00	1.00	0.90
Bloodthirster	R	4.40	3.30	3.00
Boorbayz	C	0.20	0.15	0.10

Boss Snikrot	R	5.50	4.30	3.40
Boss Zaghrut	F	7.30	6.00	4.30
Bunker Complex	U	1.00	1.00	0.90
Burna Boyz	U	1.00	1.00	0.90
Captain Agemann	R	4.10	3.30	3.00
Captain Miller	R	3.90	3.30	3.00
Cerulthar	C	0.20	0.15	0.10
Chaos Bikers	C	0.20	0.15	0.10
Chaos Dreadnought	R	4.30	3.80	3.40
Chaos Fleet	X	1.00	1.00	0.80
Chaos Havocs	U	1.00	1.00	0.90
Chaos Land Raider	R	4.30	3.80	3.40
Chaos Obliterators	R	4.30	4.00	3.80
Chaos Predator	C	0.20	0.15	0.10
Chaos Predator Destructor	U	1.00	1.00	0.90
Chaos Rhino	C	0.20	0.15	0.10
Chaos Space Marines	C	0.20	0.15	0.10
Chaos Terminators	U	1.00	1.00	0.90
Chaos Thunderhawk	R	4.30	4.00	3.80
Chaos Veterans	R	4.30	4.00	3.80
Chaplain Darmus	U	1.00	1.00	0.90
Chaplain Narran	C	0.20	0.15	0.10
Cobra	R	4.30	4.00	3.80
Codicifer Xerid	U	1.00	1.00	0.90
Command Bunker	R	4.30	3.80	3.40
Command Rhino	R	4.30	3.80	3.40
Commander Reifrenath	F	7.50	6.00	4.30
Cordon Tharn	U	1.00	1.00	0.90
Cultist Cabal	U	1.10	1.00	0.90
Da Redskull Kommandos	R	5.80	4.80	4.10
Da Vulcha Boyz	Pr	4.80	4.50	3.80
Daemnon Prince	R	3.90	3.30	3.00
Daemonic Cavalry	U	1.00	1.00	0.90
Dakka Boyz	C	0.20	0.15	0.10
Dekka Company	R	4.10	3.30	3.00
Deathsoul Boyz	C	0.20	0.15	0.10
Discs of Tzeentch	C	0.20	0.15	0.10
Doornridor	F	7.00	6.00	4.30
Doomwing Fighters	Pr	4.80	4.50	3.80
Dreadnought	C	0.20	0.15	0.10
Drop Pods	F	7.50	6.00	4.30
Drop Zone	U	1.00	1.00	0.90
Eldar Fleet	X	1.00	1.00	0.80
Eldrad Ulthran	R	3.90	3.30	3.00
Erebuss, Chaos Lord	R	3.90	3.30	3.00
Erichnia	C	0.20	0.15	0.10
Evil Sunz Trukk Boyz	U	1.00	1.00	0.90
Fabius Bile	Pr	4.80	4.50	3.80
Falcon	F	7.00	6.00	4.30
Farsee Faeruthir	C	0.20	0.15	0.10
Farsee Hlan	U	1.30	1.00	0.90
Fiends of Slaanesh	R	3.90	3.30	3.00
Fights-Bommerz	R	4.10	3.30	3.00
Fire Base	C	0.20	0.15	0.10
Fire Prism	R	3.90	3.30	3.00
Flak Wagon	U	1.00	1.00	0.90
Flash Gitz	U	1.00	1.00	0.90
Force Field Generator	R	3.10	3.00	3.00
Freebootas	C	0.20	0.15	0.10
Fuegan	Pr	4.80	4.50	3.80
Furious Dreadnought	R	3.90	3.30	3.00
Ghazghkull Thraka	Pr	4.80	4.50	3.80
Goff Boyz	U	1.00	1.00	0.90
Great Unclean One	R	4.40	3.30	3.00
Great Shitta	C	0.20	0.15	0.10
Gretchin Mob	U	1.30	1.00	0.90
Grot Slaves	U	1.30	1.00	0.90
Heavy Bolter Attack Bikes	U	1.00	1.00	0.90
Heavy Bolter Razorback	U	1.00	1.00	0.90
Honor Guard	U	1.00	1.00	0.90
Imeniell	U	1.10	1.00	0.90
Inquisitor Eisenhorn	R	4.40	3.30	3.00
Jainar	U	1.00	1.00	0.90
Jainar	R	5.10	3.30	3.00
Jamming Station	U	1.00	1.00	0.90
Jarchorra	C	0.20	0.15	0.10
Jed Kat Ulthran	R	3.60	3.30	3.00
Jetbike Squad Alaerion	R	3.60	3.30	3.00
Jetbike Squad Asurilgr	R	3.90	3.30	3.00
Jetbike Squad Bahrani	C	0.20	0.15	0.10
Jetbike Squad Eridon	U	1.00	1.00	0.90
Juggernauts of Khorne	C	0.20	0.15	0.10
Karandras	C	0.20	0.15	0.10
Kaura	C	0.20	0.15	0.10
Keeper of Secrets	R	4.40	3.30	3.00
Khaelton	C	0.20	0.15	0.10
Khainazahl	C	0.20	0.15	0.10
Khan the Betrayer	R	4.40	3.30	3.00
Khorne Berzerkers	F	7.30	6.00	4.30
Khorne Bloodletters	U	1.00	1.00	0.90
Khorne Brass Scorpion	U	1.00	1.00	0.90
Khorne Flesh Hounds	U	1.00	1.00	0.90
Khorne Tower of Skulls	R	3.60	3.30	3.00
Killer Kanz	C	0.20	0.15	0.10
Kir-zt, Daemnon Prince	F	7.30	6.00	4.30
Kommandos	U	1.00	1.00	0.90
Laminidias	C	0.20	0.15	0.10

Warhammer 40K/Warlord/WWF Raw Deal

Huntsman	U	0.90	0.80	0.60
Hydra	C	0.25	0.25	0.20
Ichor Pool	U	0.90	0.80	0.60
Imperial Bunker	U	0.90	0.80	0.60
Imperial Fortress	R	4.50	4.00	3.50
Imperial Guard	X	1.00	1.00	0.80
Imperial Outpost	C	0.25	0.25	0.20
Indentured Militia	U	0.90	0.80	0.60
Infantry Squad	C	0.25	0.25	0.20
Inquisitor Vradsenburg	F	9.00	6.00	5.00
Khorne's Chosen	R	4.50	4.00	3.50
Land Raider Crusader	R	4.50	4.00	3.50
Lashaigants	U	0.90	0.80	0.60
Legion, Wild				
Rider Chieftain	R	4.80	4.50	3.80
Leman Russ	C	0.25	0.25	0.20
Lictor	R	4.50	4.00	3.50
Looted Chimera	U	0.90	0.80	0.60
Looted Demolisha	F	9.00	6.00	5.00
Lord Solar Macharius	F	9.00	6.00	5.00
Magnor Atach	X	1.00	1.00	0.80
Malefactor	U	0.90	0.80	0.60
Manticore	U	0.90	0.80	0.60
Marauder Bombers	R	4.50	4.00	3.50
Master of the Ravening	R	4.80	4.50	3.80
Maxmillian Weissesmann	R	4.80	4.50	3.80
Mephidian Guard	R	4.50	4.00	3.50
Mephidian Hive Militia	C	0.25	0.25	0.20
Missile Silo	R	4.50	4.00	3.50
Molten River	C	0.25	0.25	0.20
Mordian Iron Guard	U	0.90	0.80	0.60
Morfilord - Black Guard-				
Storm Squad	C	0.25	0.25	0.20
Mortar Squad	C	0.25	0.25	0.20
Mycetic Spore	R	4.50	4.00	3.50
Nautiloid	U	0.90	0.80	0.60
Nemamiah	F	10.25	8.50	6.80
Night Spinner	R	4.50	4.00	3.50
Nightgauts	U	0.90	0.80	0.60
Nightscourge	R	4.50	4.00	3.50
Nikolai	C	0.25	0.25	0.20
Nittharad - Wild				
Rider Guardians	C	0.25	0.25	0.20
Nobz Warbike Mob	U	0.90	0.80	0.60
Nork Deddgo	R	4.80	4.50	3.80
Nurging Swarm	C	0.25	0.25	0.20
Ogryns	R	4.50	4.00	3.50
Old One Eye	Pr	5.50	5.00	5.00
Ork Lobba	C	0.25	0.25	0.20
Ork Stronghold	U	0.90	0.80	0.60
Orkrimedes	Pr	5.50	5.00	5.00
Penal Legion	U	0.90	0.80	0.60
Penitium	U	0.90	0.80	0.60
Phantom Titan	Pr	5.50	5.00	5.00
Phoenix Bombers	R	4.50	4.00	3.50
Pillbox	U	0.90	0.80	0.60
Plague Marine				
Terminators	U	0.90	0.80	0.60
Power Station	U	0.90	0.80	0.60
Prophetus Broodkin	C	0.25	0.25	0.20
Protean Guard	R	4.50	4.00	3.50
Protagoants	R	4.50	4.00	3.50
Pyrogauts	U	0.90	0.80	0.60
Ratling Snipers	U	0.90	0.80	0.60
Ravaged Metropolis	R	4.50	4.00	3.50
Ravener	R	4.50	4.00	3.50
Ravenwing Bike Squad	C	0.25	0.25	0.20
Razorfex	C	0.25	0.25	0.20
Reaver Titan	Pr	5.50	5.00	5.00
Rico's Ratlings	U	0.90	0.80	0.60
Ripper Flood	C	0.25	0.25	0.20
Ripper Swarm	U	0.90	0.80	0.60
Rough Riders	C	0.25	0.25	0.20
Salamander				
Command Vehicle	R	4.50	4.00	3.50
Salamander				
Scout Vehicle	U	0.90	0.80	0.60
Schaeffer's Last Chancers	F	9.00	6.00	5.00
Scorcha	R	4.50	4.00	3.50
Scorpion Grav Tank	U	0.90	0.80	0.60
Scythed Swarm	U	0.90	0.80	0.60
Scythed Hierodule	F	9.00	6.00	5.00
Seer Council	U	0.90	0.80	0.60
Sentinel Squadron	C	0.25	0.25	0.20
Seraphim	R	4.50	4.00	3.50
Sergeant Adeon	Pr	6.00	6.00	5.00
Sgt "Blackblade" Battery	R	4.80	4.50	3.80
Shadow Weaver Woodry	U	0.90	0.80	0.60
Shadowsworn	R	4.50	4.00	3.50
Sickle Sword	C	0.25	0.25	0.20
Slasher Swarm	U	0.90	0.80	0.60
Space Wolf Exterminator	U	0.90	0.80	0.60
Spore Chimney	U	0.90	0.80	0.60
Spore Mines	U	0.90	0.80	0.60
Squad Aegir	U	0.90	0.80	0.60
Squad Heimdall	U	0.90	0.80	0.60
Squad Mjolinr	C	0.25	0.25	0.20
Squad Sleipnir	C	0.25	0.25	0.20
Squad Thialfi	C	0.25	0.25	0.20
Squad Wulfrik	C	0.25	0.25	0.20
Steel Legion Platoon	U	0.90	0.80	0.60
Support Thunderhawk	R	4.50	4.00	3.50
Swarm Tyrant	R	4.50	4.00	3.50
Tank Repair Facility	U	0.90	0.80	0.60
Tar Pits	R	4.50	4.00	3.50
Tarantula Battery	U	0.90	0.80	0.60
Ternagants	C	0.25	0.25	0.20
Terminal Hive Mephidian	X	1.10	1.00	0.80
Terrorgauts	C	0.25	0.25	0.20

The Censorium	R	4.50	4.00	3.50
The Red Terror	F	9.00	6.00	5.00
Trench Maze	U	0.90	0.80	0.60
Triovore	R	4.50	4.00	3.50
Trygon	R	4.50	4.00	3.50
Tyrannids	X	1.00	1.00	0.80
Tyrant Guard	U	0.90	0.80	0.60
Ultramarine Veterans	U	0.90	0.80	0.60
Vanquisher	C	0.25	0.25	0.20
Venerable Dreadnought	R	4.50	4.00	3.50
Veteran Cityfighters	C	0.25	0.25	0.20
Veteran Ogryns	R	4.50	4.00	3.50
Veteran Platoon	U	0.90	0.80	0.60
Victor	R	4.50	4.00	3.50
Vindicare Assassin	Pr	5.50	5.00	5.00
Vinduil, Spiritseer	U	0.90	0.80	0.60
Vitagon	R	4.50	4.00	3.50
Warbike Outriders	R	4.50	4.00	3.50
Warriors	C	0.25	0.25	0.20
Wri-Tha Moors	X	1.00	1.00	0.80
Yngari 'Stealers	C	0.25	0.25	0.20
Zoanthrope	R	4.50	4.00	3.50
Total		481.45	414.00	351.40



WARLORD (305)	UPR	MED	LOW
Warlord Set	563.75	520.00	473.75
Warlord Starter Box	101.50	90.25	85.25
Warlord Booster Box	106.50	99.00	97.00
Warlord Starter Deck	10.00	9.80	9.40
Warlord Booster Pack	2.80	2.80	2.70
Rare card	4.00	3.00	3.00
Uncommon card	0.50	0.50	0.50
Common card	0.25	0.20	0.10
Fixed card (X)	4.00	3.80	3.00

CARD NAME	RAR	UPR	MED	LOW
Alessandria	R	5.00	5.00	4.00
Alia	U	0.80	0.80	0.50
Amulet of Illusion	R	4.00	4.00	3.00
Anandale's Armor	R	5.00	5.00	4.00
Artheon	U	0.80	0.80	0.50
Assassination	R	5.00	5.00	5.00
Backstab	U	0.80	0.80	0.80
Balmtear's Potion	R	5.00	5.00	5.00
Banish the Wound	U	1.00	1.00	0.80
Baqbu Umbala	U	0.80	0.80	0.50
Battle Axe	U	0.80	0.80	0.50
Below the Helm	U	0.80	0.80	0.50
Bloodstained Dagger	U	0.80	0.80	0.50
Bloodsteed	U	0.80	0.80	0.50
Boots of Speed	Pr	5.00	5.00	4.80
Bruin Lenoire	U	1.00	1.00	0.50
Bruno's Helm	U	1.00	1.00	1.00
Catapult Crew	U	1.00	1.00	0.50
Chain Lightning	R	5.00	4.00	3.00
Chain Mail	U	1.00	1.00	0.80
Chain Mail	R	4.00	4.00	3.00
Cloak of Protection	Pr	5.00	5.00	5.00
Cordes	R	4.00	4.00	3.00
Count Damien	R	5.00	5.00	3.00
Critical Strike	U	1.00	1.00	1.00
Crown of Command	Pr	10.00	7.00	5.00
Crushbone Mace	Pr	5.70	5.00	5.00
Crystalsphere Staff	R	4.00	4.00	3.00
Cure Lethal Wounds	R	5.00	4.00	3.00
Cure Serious Wounds	U	0.80	0.80	0.50
Dakot	U	0.80	0.80	0.50
Demon of Kvar	R	6.00	6.00	4.00
Dispel Magic	U	0.80	0.80	0.50
Divine Intervention	U	0.80	0.80	0.50
Dodge	U	0.80	0.80	0.50
Duncan Kinslayer	R	5.00	5.00	3.00
Extensions	R	5.00	4.00	3.00
Feris	R	4.00	4.00	3.00
Final Stand	R	5.00	4.00	3.00
Flame Arrows	U	1.00	1.00	0.50
Full Plate	R	5.00	5.00	3.00
Gift From Above	U	0.80	0.80	0.50
Glyph of Fate	R	6.00	6.00	5.00
Glyph of Healing	Pr	6.00	5.00	5.00
Gnorrow Yaw	X	4.00	4.00	4.00
Gorzhek	U	0.80	0.80	0.50
Great Cleave	R	5.00	5.00	3.00
Halberdier	U	0.80	0.80	0.50
Hammer of Peronor	R	4.00	4.00	3.00
Hassimal	U	1.00	1.00	0.50
Healing Potion	U	1.00	1.00	1.00
Husuk	U	5.00	5.00	3.00
Ice Bolt	U	0.80	0.80	0.50
If You Still Breathe...	R	5.00	4.00	3.00
Imperial Amulet	Pr	10.00	7.00	5.00
Imperial Guard	U	1.00	1.00	0.50
Johan Halfblooded	R	6.00	6.00	5.00
Kenia	U	0.80	0.80	0.50
Kerebrus	R	5.00	5.00	3.00
Keridwen	U	1.00	1.00	0.50
King Xod	R	6.00	6.00	5.00
Knowledge	U	0.80	0.80	0.50
Krun	X	5.00	4.80	4.00
Lady Ersane	R	5.00	5.00	4.00
Lathos	R	4.00	4.00	3.00
Lieutenant Dunbar	R	5.00	5.00	3.00
Logan Ebonwouite	X	4.80	4.00	4.00

Long Bow	U	0.80	0.80	0.50
Lord Gahid Reillon	R	5.00	5.00	5.00
Loyal Nag	U	0.80	0.80	0.50
Loyalty's Reward	R	5.00	5.00	3.00
Madriga's Defense	U	0.80	0.80	0.50
Maidenhair Serpent	U	1.00	1.00	0.80
Mall of Virtue	R	4.00	4.00	3.00
Mass Blessing	R	6.00	6.00	4.00
Master Anadale	R	4.00	4.00	3.00
Maximilian	R	5.00	5.00	3.00
Meteor Swarm	R	5.00	4.00	3.00
Mirror Image	U	0.80	0.80	0.50
Nothrog Armor	U	1.00	1.00	0.50
Orchoff	U	0.80	0.80	0.50
Poison	R	4.00	4.00	3.00
Poisoned Blade	R	4.00	4.00	3.00
Poison Word: Kill	R	4.00	4.00	3.00
Prepared for Battle	R	4.00	4.00	3.00
Prince Alaric	R	5.00	4.00	3.00
Princess Dashkova	R	5.00	5.00	4.00
Rathe	X	4.80	4.00	4.00
Ring of Vorn	U	0.80	0.80	0.50
Robe of the Wind	R	4.00	4.00	3.00
Rod of Striking	Pr	5.00	5.00	4.80
Rren'th	R	4.00	4.00	3.00
Sandstone Gargoyles	U	1.00	1.00	0.50
Sethuk	R	5.00	5.00	5.00
Shatter	U	0.80	0.80	0.50
Shield Bash	U	1.00	1.00	0.50
Shield Block	U	0.80	0.80	0.50
Signon's Armor	R	5.00	5.00	5.00
Slr Robert the Vigilant	X	4.80	4.00	4.00
Slayer the Unkind	X	4.00	4.00	4.00
Slayer's Tome	Pr	10.00	7.00	6.00
Sloven	R	4.00	4.00	3.00
Smite	U	0.80	0.80	0.50
Sorscha	R	5.00	5.00	5.00
Stool Stealer	Pr	5.00	5.00	4.80
Spell Book	U	0.80	0.80	0.50
Strike True	R	4.00	4.00	3.00
Summon Avatar	R	4.00	4.00	3.00
Summon Monster	R	4.00	4.00	3.00
Sword of Chaos	X	4.80	4.00	3.00
Symbol of Kerebrus	Pr	5.00	5.00	4.80
Tears of the Storm	R	5.00	5.00	4.00
Tepheroth	R	5.00	5.00	4.00
Test of Faith	R	4.00	4.00	3.00
The Beast Knight	R	4.00	4.00	3.00
The King's Lady	R	4.00	4.00	4.00
Thunic Wyvern	U	1.00	1.00	0.80
Ton Fast to See	R	5.00	5.00	3.00
Toren Yscar	R	9.00	5.	



Watching My Back R 3.00 3.00A 2.80
 We're Doing This For Your Own Good! R 3.00 3.00A 2.50
 What's Wrong with You People? R 3.00 3.00A 2.50
 Where Are Your Medals? URF 11.00 10.00 9.00
 Workin' on the Knee R 3.00 3.00A 2.50
 You're Not in My League R 3.00 3.00A 2.80



BLUE EYES WHITE DRAGON (224 Cards)

1st Edition BEWD Set 862.50 657.50 423.75
 1st Ed. BEWD Starter Box 220.00 195.00 135.00
 1st Ed. BEWD Booster Box 225.00 180.00 118.00
 1st Ed. Yugi Starter Deck 33.75 27.50 17.50
 1st Ed. Kaiba Starter Deck 35.00 30.00 17.50
 1st Ed. BEWD Booster Pack 8.90 8.30A 5.80
 1st Ed. Foil Card Multiplier 2.00 2.00 1.80
 Unlimited BEWD Set 480.00 373.75 232.25
 Unltd. BEWD Starter Box 176.25 145.00 121.25
 Unltd. BEWD Booster Box 176.25 137.50 96.25
 Unltd. Yugi Starter Deck 25.75 21.50 17.00
 Unltd. Kaiba Starter Deck 26.25 21.50 17.00
 Unltd. BEWD Booster Pack 7.30 6.00A 4.60
 Unltd. Foil Card Multiplier 1.90 1.80A 1.60

"SECRET" ULTRA RARES UPR MED LOW

Champion (L125) 46.00 34.00 21.25
 Tri Horned Dragon (L000) 23.75 20.00 16.25
UNLIMITED CARDS (5% 1st Ed.) UPR MED LOW
 Ultra-Rare card 90% 80% 70%
 Super-Rare card 90% 80% 70%
 Rare card 80% 70% 60%
 Common card 80% 50% 40%
 Fixed card 80% 50% 40%

CARD BAR UPR MED LOW

Ancient Elf (Y024) X 0.90 0.50 0.50
 Ancient Telescope (K039) X 1.00 0.70A 0.50
 Ansatsu (Y016) X 0.90 0.50 0.50
 Aqua Madoor (L027) R 5.40 4.00A 3.00
 Armu (L079) C 0.50 0.50A 0.30
 Armed Ninja (L106) R 5.40 4.00A 3.00
 Armored Starfish (L116) C 0.50 0.50A 0.30
 Baron of the
 Fiend Sword (Y036) X 0.90 0.50 0.50
 Basic Insect (L008) C 0.50 0.50A 0.30
 Battle Ox (K005) X 0.90 0.50 0.50
 Beast Fangs (L04) C 0.70 0.50 0.30
 Beaver Warrior (L061) C 0.50 0.50A 0.30
 Beaver Warrior (Y005) X 0.90 0.50 0.50
 Blue-Eyes White Dragon (L001) UR 48.75 35.00A 17.50
 Blue-Eyes White Dragon (K001) UR 23.25 16.50A 15.00
 Book of Secret Arts (L043) C 0.70 0.50 0.30
 Book of Secret Arts (Y021) X 0.90 0.50 0.50
 Card Destruction (Y042) C 0.70 0.50 0.30
 Castle Walls (K049) X 1.00 0.70A 0.50
 Castle Walls (Y049) X 1.00 0.70A 0.50
 Celtic Guardian (L007) SR 11.50 9.00A 6.50
 Celtic Guardian (Y009) X 2.10 1.00 0.60
 Change of Heart (Y032) X 2.90 0.80A 0.50
 Charubite
 Fire Knight (L015) R 5.40 4.00A 3.00
 Claw Reacher (Y018) X 0.90 0.50 0.50
 Curse of Dragon (L066) SR 16.50 10.00A 6.50
 Curse of Dragon (Y008) X 5.10 1.80 0.60
 D. Human (K030) X 0.90 0.50 0.50
 Dark Assassin (K015) X 0.90 0.50 0.50
 Dark Energy (L088) C 0.70 0.50 0.30
 Dark Energy (K020) X 1.00 0.70A 0.50
 Dark Gray (L011) C 0.50 0.50A 0.30
 Dark Hole (L052) SR 13.25 7.80A 6.40
 Dark Hole (K022) X 3.50 1.50 0.60
 Dark Hole (Y022) X 3.50 1.50 0.60
 Dark King of the Abyss (L020) C 0.50 0.50A 0.30
 Dark Magician (L005) UR 36.25 20.00A 15.00
 Dark Magician (Y006) UR 22.50 15.00 12.75
 Dark Titan of Terror (K014) X 0.90 0.50 0.50
 Darkfire Dragon (L019) R 5.90 5.30A 3.50
 Darksword
 Thoms (L114) C 0.50 0.50A 0.30
 De-Spell (K035) X 1.00 0.70A 0.50
 De-Spell (Y029) X 1.00 0.70A 0.50
 Destroyer Golem (K028) X 0.90 0.50 0.50
 Dian Keto the Cure Master (Y023) X 2.50 0.80A 0.50
 Dissolverock (L031) C 0.50 0.50A 0.30
 Doma The Angel of Silence (Y015) X 0.90 0.50 0.50
 Dragon Capture Jar (L045) R 5.30 3.80A 3.00
 Dragon Capture Jar (Y044) X 1.40 1.00 0.60
 Dragon Treasure (L092) C 0.70 0.50 0.30
 Dragon Zombie (Y014) X 0.90 0.50 0.50
 Dragonness the Wicked Knight (L086) R 5.40 4.00A 3.00
 Drooling Lizard (L115) C 0.50 0.50A 0.30
 Electro-Whip (L093) C 0.70 0.50A 0.30

Enchanting Mermaid (L084) C 0.50 0.50A 0.30
 Exodia the Forbidden One (L124) UR 56.75 47.50A 22.50
 Feral Imp (Y002) X 0.90 0.50 0.50
 Fiend Reflection #2 (L021) C 0.50 0.50A 0.30
 Final Flame (L100) R 5.10 3.50 3.00
 Firegrass (L018) C 0.50 0.50A 0.30
 Fireyaru (L085) C 0.50 0.50A 0.30
 Fissure (L057) R 5.40 4.00A 3.00
 Fissure (K032) X 1.40 1.00 0.60
 Fissure (Y026) X 1.40 1.00 0.60
 Flame Ghost (L029) R 5.30 3.80 3.00
 Flame Manipulator (L016) C 0.50 0.50A 0.30
 Flame Swordsman (L003) SR 9.50 8.00 6.50
 Flower Wolf (L107) R 5.00 3.30 3.00
 Follow Wind (L098) C 0.80 0.60 0.50
 Forest (L046) C 0.70 0.50A 0.30
 Frenzied Panda (L081) C 0.50 0.50A 0.30
 Fusionist (L022) R 5.00 3.30 3.00
 Gaia The Fierce Knight (L006) UR 28.00 20.00A 12.75
 Gaia The Fierce Knight (Y007) X 2.00 1.50 0.60
 Giant Soldier of Stone (L068) R 5.40 5.00A 3.50
 Giant Soldier of Stone (Y013) X 1.00 1.00 0.60
 Goblin's Secret Remedy (L099) R 5.10 3.50A 3.00
 Grave-digger Ghoul (L065) R 5.10 3.50A 3.00
 Great White (Y011) X 0.90 0.50 0.50
 Green Phantom King (L034) C 0.50 0.50A 0.30
 Gyakutenno Megami (K011) X 0.90 0.50 0.50
 Hane-Hane (L110) R 5.40 4.00 3.00
 Hane-Hane (K046) X 2.50 1.00 0.60
 Hard Armor (L074) C 0.50 0.50A 0.30
 Hintoama (L056) C 0.70 0.50A 0.30
 Hintoama Soul (L026) C 0.50 0.50A 0.30
 Hitotsu-Me Giant (L002) C 0.50 0.50A 0.30
 Hitotsu-Me Giant (K002) X 0.90 0.50 0.50
 Invigoration (K021) X 1.00 0.70A 0.50
 Judge Man (K007) X 0.90 0.50 0.50
 Just Desserts (K040) X 1.00 0.70A 0.50
 Kagemusha of the Blue Flame (L028) C 0.50 0.50A 0.30
 Karbonala Warrior (L067) R 5.30 3.80A 3.00
 King Fog (L036) C 0.50 0.50A 0.30
 Kojikoyi (K009) X 0.90 0.50 0.50
 Koumori Dragon (K006) X 1.00 0.80 0.50
 Kumotoko (L082) C 0.50 0.50A 0.30
 Kurama (L039) C 0.50 0.50A 0.30
 La Jinn the Mystical Genie of the Lamp (K026) X 1.00 0.80 0.50
 Larvas (L073) C 0.50 0.50A 0.30
 Larvas Cannon
 Armor (L089) C 0.70 0.50 0.30
 Last Will (Y039) X 1.00 0.70A 0.50
 Left Arm of the Forbidden One (L123) UR 41.50 32.50A 17.50
 Left Leg of the Forbidden One (L121) UR 41.50 32.50A 17.50
 Legendary Sword (L040) C 0.70 0.50 0.30
 Lesser Dragon (L113) C 0.50 0.50A 0.30
 Lord of D. (K041) C 0.70 0.50 0.30
 Machine Conversion Factory (L096) C 0.70 0.50 0.30
 Magical Ghost (Y025) X 0.90 0.50 0.50
 Mammoth Graveyard (L009) C 0.50 0.50A 0.30
 Mammoth Graveyard (Y010) X 0.90 0.50 0.50
 Man Eater (L075) C 0.50 0.50A 0.30
 Man-Eater Bug (L108) SR 9.50 7.80 6.40
 Man-Eater Bug (Y046) X 3.30 1.00 0.60
 Man-Eating Treasure Chest (Y037) X 0.90 0.50 0.50
 Masaki the Legendary Swordsman (L038) C 0.70 0.50A 0.30
 Master & Expert (K016) X 0.90 0.50 0.50
 Media Bat (L083) C 0.50 0.50A 0.30
 Metal Dragon (L102) R 8.10 5.30A 3.50
 Misairuzame (L111) C 0.50 0.50A 0.30
 Monster Egg (L017) C 0.50 0.50A 0.30
 Monster Reborn (L118) UR 25.50 15.00 14.25
 Monster Reborn (K036) X 4.30 1.50 0.60
 Monster Reborn (Y030) X 4.30 1.50 0.60
 Mountain (L048) C 0.70 0.50A 0.30
 M-Warrior #1 (L076) C 0.50 0.50A 0.30
 M-Warrior #2 (L077) C 0.50 0.50A 0.30
 Mysterious Puppeteer (K043) X 0.90 0.50 0.50
 Mystic Clown (K018) X 0.90 0.50 0.50
 Mystic Clown (Y019) X 0.90 0.50 0.50
 Mystic Horseman (K012) X 0.90 0.50 0.50
 Mystical Elf (L062) SR 9.50 7.80 6.40
 Mystical Elf (Y001) X 2.00 1.50 0.60
 Mystical Moon (L094) C 0.70 0.50 0.30
 Mystical Sheep #2 (L037) C 0.50 0.50A 0.30
 Nemuriko (L013) C 0.50 0.50A 0.30
 Neo the Magic Swordsman (Y035) X 0.90 0.50 0.50
 Ogre of the Black Shadow (K019) X 0.90 0.50 0.50

One-Eyed Shield Dragon (L087) C 0.50 0.50A 0.30
 Okazaki (K023) X 1.00 0.70A 0.50
 Pale Beast (K031) X 0.90 0.50 0.50
 Petti Angel (L025) C 0.50 0.50A 0.30
 Petti Dragon (L024) C 0.50 0.50A 0.30
 Polymerization (L059) SR 13.25 8.00 6.50
 Pot of Greed (L119) R 7.80 6.30A 3.60
 Power of Kaishin (L044) C 0.70 0.50 0.30
 Raigeki (L053) SR 13.75 9.00A 6.50
 Raise Body Heat (L097) C 0.70 0.50 0.30
 Ray & Temperature (L035) C 0.50 0.50A 0.30
 Reaper of the Cards (L071) R 5.10 3.50A 3.00
 Red Medicine (L054) C 0.70 0.50A 0.30
 Red-Eyes Black Dragon (L070) UR 43.75 31.50A 17.00
 Reinforcements (K038) X 1.00 0.70A 0.50
 Reinforcements (Y031) X 1.00 0.70A 0.50
 Remove Trap (L060) C 0.70 0.50A 0.30
 Remove Trap (Y048) X 1.00 0.70A 0.50
 Remove Trap (Y048) X 1.00 0.70A 0.50
 Reverse Trap (K047) X 1.00 0.70A 0.50
 Reverse Trap (Y047) X 1.00 0.70A 0.50
 Right Arm of the Forbidden One (L122) UR 44.25 33.50A 17.50
 Right Leg of the Forbidden One (L120) UR 44.25 33.50A 17.50
 Rogue Doll (K008) X 0.90 0.50 0.50
 Rooft Walk (L032) C 0.50 0.50A 0.30
 Rude Kaiser (K027) X 0.90 0.50 0.50
 Ryu-Kishin (K003) X 0.90 0.50 0.50
 Ryu-Kishin Powered (K024) X 0.90 0.50 0.50
 Sand Stone (L09) C 0.50 0.50A 0.30
 Silver Bow Arrow (L091) C 0.70 0.50 0.30
 Silver Fang (L010) C 0.50 0.50A 0.30
 Silver Fang (Y012) X 0.90 0.50 0.50
 Skull Red Bird (L025) C 0.50 0.50A 0.30
 Skull Red Bird (K009) X 0.90 0.50 0.50
 Skull Servant (L004) C 0.50 0.50A 0.30
 Sogen (L049) C 0.70 0.50A 0.30
 Soker (K045) X 1.00 0.70A 0.50
 Sorcerer of the Doomed (Y038) X 0.90 0.50 0.50
 Soul Exchange (Y041) SR 8.40 7.80 6.40
 Sparks (L055) C 0.70 0.50A 0.30
 Spike Searider (L103) C 0.50 0.50A 0.30
 Spirit of the Harp (L078) R 5.00 3.30A 3.00
 Steel Ogre Grotto #1 (L112) C 0.50 0.50A 0.30
 Stop Defense (L095) R 5.40 4.00A 3.00
 Succubus Knight (L117) C 0.50 0.50A 0.30
 Summoned Skull (Y004) X 3.80 2.00 0.60
 Sword of Dark Destruction (Y020) X 1.40 0.80A 0.50
 Swords of Revealing Light (L101) SR 11.50 8.80A 6.40
 Swordstaker (K025) X 0.90 0.50 0.50
 Terra the Terrible (L080) X 0.90 0.50A 0.30
 Terra the Terrible (K013) X 0.90 0.50 0.50
 The 13th Grave (L114) C 0.50 0.50A 0.30
 The Flute of Summoning Dragon (K042) SR 8.30 7.30A 6.30
 The Furious Sea King (L033) C 0.50 0.50A 0.30
 The Inexperienced Spy (K037) X 0.90 0.50 0.50
 The Stern Mystic (Y033) X 0.90 0.50 0.50
 The Wicked Warrior Beast (K004) X 0.90 0.50 0.50
 Trap Hole (L058) SR 8.00 7.80 6.40
 Trap Hole (K033) X 1.90 1.30 0.60
 Trap Hole (Y027) X 1.90 1.30 0.60
 Trap Master (K044) X 1.00 0.70A 0.50
 Trap Master (Y043) X 1.00 0.70A 0.50
 Trial of Hell (L012) C 0.50 0.50A 0.30
 Triprive Beast (L104) C 0.50 0.50A 0.30
 Turtle Tribe (L023) C 0.50 0.50A 0.30
 Two-Mouth Darkruler (L030) C 0.50 0.50A 0.30
 Two-Pronged Attack (L061) R 5.10 3.50A 3.00
 Two-Pronged Attack (K034) X 1.00 0.80A 0.50
 Two-Pronged Attack (Y028) X 1.00 0.80A 0.50
 Thyone (L063) C 0.50 0.50A 0.30
 Ultimate Offering (K050) X 1.40 0.80A 0.50
 Ultimate Offering (Y050) X 1.40 0.80A 0.50
 Umi (L050) C 0.70 0.50A 0.30
 Unknown Warrior of Fiend (K017) X 0.90 0.50 0.50
 Uraby (L069) C 0.50 0.40A 0.25
 Uraby (K010) X 0.90 0.50 0.50
 Violet Cerms (L090) C 0.70 0.50 0.30
 Violet Crystal (L042) C 0.70 0.50 0.30
 Waboku (Y040) X 0.90 0.50 0.50
 Walk of Illusion (Y034) X 0.90 0.50 0.50
 Wasteland (L047) C 0.70 0.50A 0.30
 Winged Dragon, Guardian of the Fortress #1 (Y073) X 1.00 1.00 0.60
 Witty Phantom (L072) C 0.50 0.50A 0.30
 Witty Phantom (Y017) X 0.90 0.50 0.50
 Yami (L051) C 0.70 0.50A 0.30
 Yami (Y045) X 1.00 0.70A 0.50
 Total 880.60 630.40 416.20

Puppies! Puppies! R 4.00 3.50A 2.90
 Samoan Drop R 2.60 2.50 2.50
 Shane O'Mac R 3.60 3.30A 2.90
 Sit Out Powerbomb R 2.60 2.50 2.50
 Sleeper R 2.60 2.50 2.50
 Spear R 2.60 2.50 2.50
 Spinning Heel Kick R 2.60 2.50 2.50
 Stagger R 3.10 2.80A 2.50
 Stone Cold Stunner UR 10.75 10.25A 9.50
 Superkick R 2.60 2.50 2.50
 The People's Elbow UR 10.00 10.00A 9.50
 The People's Eyebrow UR 11.25 10.50A 9.50
 Torture Rack R 2.60 2.50 2.50
 Undertaker's Tombstone Piledriver UR 10.25 9.50 8.80
 Walls of Jericho UR 10.00 9.00 7.80

FULLY LOADED (150 Cards) UPR MED LOW

Fully Loaded Set 118.75 117.50 116.25
 Fully Loaded Starter Box 83.25 81.50 79.75
 Fully Loaded Booster Box 87.25 86.50 85.75
 Fully Loaded Starter Deck 9.30 9.00 8.50
 Fully Loaded Booster Pack 3.30 3.00A 3.00
 Ultra-Rare foil card 9.10 8.80 8.40
 Rare card 3.00 3.00A 3.00
 Uncommon card 0.60 0.50 0.50
 Common card 0.25 0.25 0.20
 Fixed card (X) 1.50 1.50A 1.30

CARD NAME BAR UPR MED LOW

A%\$ Drop UR 8.50 8.00 7.50
 Acolyte Protection Agency R 2.80 2.50 2.50
 Attitude Adjustment R 2.80 2.50 2.50
 B.A.'s Military Press Slam R 2.80 2.50 2.50
 Big Stunpin Grin UR 8.50 8.00 7.50
 Bronco Buster R 2.80 2.50 2.50
 Call to the Crowd R 3.10 3.00A 2.80
 Chyna's Pedigree UR 9.30 9.00 8.50
 Claw R 2.80 2.50 2.50
 Crippler Crossface UR 8.50 8.00 7.50
 Demn Damn Duzdley! R 2.80 2.50 2.50
 Doggy Pump Handle Slam UR 8.40 8.00A 7.00
 Double Clothline R 3.10 3.00A 2.80
 Double Underhook Suplex R 3.00 3.00A 2.80
 Enter the Stratus-phere R 2.80 2.50 2.50
 European Uppercut R 2.80 2.50 2.50
 Fall-Away Slam R 2.80 2.50 2.50
 Fame-A\$%er UR 8.40 8.00A 7.00
 Get Hardcore UR 8.40 8.00A 7.00
 Get Your GED UR 8.40 8.00A 7.00
 Giant Swing R 2.80 2.50 2.50
 Guerrero Frog Splash UR 8.50 8.00A 7.00
 Huge Bump Out of the Ring R 2.80 2.50 2.50
 I'm an A%\$ Man R 3.30 3.00A 2.80
 I've Got Two Words For Ya... UR 8.80 8.00 7.80
 Inferno Match R 2.80 2.50 2.50
 It's True, It's True! UR 8.80 8.00 7.80
 Juice "N" Jive R 2.80 2.50 2.50
 Kick Out! R 2.80 2.50 2.50
 Kickin' The Shitz-nit Doggy Style R 2.80 2.50 2.50
 Leaping Spin Kick R 2.80 2.50 2.50
 Lets Make Some Noise... R 2.80 2.50 2.50
 Masked Vengeance UR 8.80 8.00 7.80
 Missile Dropkick R 2.80 2.50 2.50
 Moonault R 2.80 2.50 2.50
 Northern Lights Suplex R 2.80 2.50 2.50
 Olympic Slam UR 8.80 8.00 7.80
 Patented Austin Kick to the Gut UR 8.80 8.00 7.80
 Patented Rock Footstomp UR 9.30 9.00 8.50
 Reeking of Awesomeness R 2.80 2.50 2.50
 Ref KO'd! R 3.30 3.00A 2.80
 Rest In Peace UR 8.80 8.00 7.80
 Rikishi Driver UR 8.50 8.00 7.50
 Sidewalk Slam R 2.80 2.50 2.50
 Springboard Drop Kick UR 8.50 8.00 7.50
 STF R 3.30 3.00A 2.80
 Suicide Plancha R 2.80 2.50 2.50
 Superplex R 2.80 2.50 2.50
 Tazzmission UR 8.30 8.00A 7.00
 The 9th Wonder of the World UR 8.50 8.00 7.50

The Federation's Purest Athlete R 2.80 2.50 2.50
 Thug It - Dead UR 8.50 8.00 7.50
 Time Keeper's Bell R 2.80 2.50 2.50
 Tori Enters the Fray! UR 8.50 8.00 7.50
 Trash Can R 2.80 2.50 2.50
 Triple H's Reverse Neck Breaker UR 9.80 9.50 8.80
 Turn the Tide R 6.80 6.50A 4.50
 X-Factor UR 8.50 8.00 7.50

BACKLASH (150 Cards) UPR MED LOW

Backlash Set 320.00 285.00 250.00
 Backlash Starter Box 94.75 91.50 88.25
 Backlash Booster Box 88.75 87.50 86.25
 Backlash Starter Deck 9.50 9.00 8.50
 Backlash Booster Pack 3.30 3.00 3.00
 Ultra Rare foil card 10.50 10.25A 10.25
 Rare card 8.30 6.50 4.80
 Uncommon card 1.50 0.50 0.50
 Common card 0.50 0.25 0.20
 Fixed card (X) 1.40 1.30A 1.10

CARD NAME BAR UPR MED LOW

3D UR 9.80 9.50A 8.80
 Again With This #&\$(?!?)! R 3.00 3.00A 2.80
 Announcer's Table R 3.00 3.00A 2.80
 Brown Spot R 9.00 8.00A 5.30
 Brothers till the End UR 10.75 10.00 9.50
 Bu\$hBun Bomb UR 10.00 10.00 8.00
 Bu\$hBun Punch R 3.30 3.00A 2.80
 Busted Wide Open R 3.00 3.00A 2.80
 Cationic Stare R 4.30 3.00A 2.80
 ConChairTo UR 10.25 10.00 8.00
 Crocifox Rollup R 3.00 3.00A 2.80
 Don't Mess with the Champ! R 3.00 3.00A 2.80
 DTA UR 9.80 9.50A 7.80
 DVon... Get the Table! R 3.00 3.00A 2.80
 Eddie's Roll Up UR 9.50 9.00A 7.80
 EdgeO'Matic UR 11.50 10.00 8.30
 Fully Loaded! R 3.00 3.00A 2.80
 Greetings to You Fans In... R 3.00 3.00A 2.80
 Half Hour Suplex R 3.80 3.00A 2.80
 Heat Turn R 3.00 3.00A 2.80
 Here a Mark... R 3.00 3.00A 2.80
 Hang Out to Dry R 3.00 3.00A 2.50
 I Did It For You UR 10.25 10.00 9.00
 I'm Gonna Put You Through the Ring R 3.00 3.00A 2.80
 Incite the Fans! R 3.30 3.00A 2.80
 Just Another Victim! UR 10.25 10.00 9.50
 Kazoo Theme Song R 3.00 3.00A 2.80
 Lita to the Xtreme R 3.30 3.00A 2.80
 Matt's Moonault R 3.00 3.00A 2.80
 Microphone Cord R 3.30 3.00A 2.50
 Million Dollar Smile R 3.00 3.00A 2.80
 No Mercy! R 3.30 3.00A 2.80
 Old School
 Wrestling Match R 3.00 3.00A 2.80
 Ocular Fortitude UR 10.00 10.00A 9.50
 Pac's Back UR 10.25 10.00 8.50
 Poetry in Motion UR 9.60 9.30A 8.10
 Premiere WWF R 3.30 3.00A 2.80
 Prove Me Wrong UR 9.80 9.50A 8.30
 Put It All On the Line R 3.00 3.00A 2.80
 Ride the Barricade R 3.30 3.00A 2.50
 Right to (Censor) Interfere UR 10.50 10.00 10.00
 Running Clothesline R 3.00 3.00A 2.80
 Seeing Stars R 3.00 3.00A 2.80
 Sharpshooter R 6.40 3.00A 2.80
 Sledge Hammer Shot UR 10.25 10.00 10.00
 Sodas Rule! R 3.30 3.00A 2.80
 Spinning Elbow R 3.30 3.00A 2.80
 Stun Gun R 3.00 3.00A 2.80
 Superior Acrobatics UR 10.00 10.00A 9.50
 Swanton Bomb UR 9.80 9.50A 8.80
 Testify! UR 10.25 10.00 9.50
 The Brahma Bull UR 11.00 10.00 9.50
 The One Billy Gunn UR 9.80 9.50A 7.80
 Three Faces of Foley UR 10.25 10.00 8.00
 Twist of Fate UR 9.80 9.50A 8.30
 Underrated Superstar R 3.00 3.00A 2.80
 Unpretier UR 9.80 9.50A 8.30

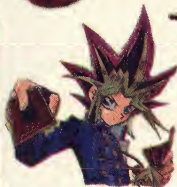
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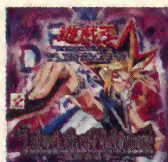
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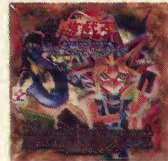
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Elizabeth Hopper (15) - Mar. 8

The Outpost, Taylors, SC
Dragonball Z Swiss - 20 participants
 2nd: Danny Bobolan (22) 3rd: Ben Shiffler (18) 4th: Chris Walker (14)
 1x Piccolo The Trainer
 1x Piccolo Trunks Saga Lv. 2
 1x Piccolo Earth's Protector
 1x Namekian Style Mastery
 1x Earth Dragonballs 1-7
 1x Foreboding Evidence
 1x Make a Wish
 1x Frieza is Ready
 3x Namekian Focusing Effort
 1x Android 18, Android Saga
 1x Captain Ginyu
 1x Expectant Trunks
 1x Don't You Just Hate That
 1x Winter Countryside Burst
 3x Master Roshi's Island
 1x Vegeta's Quickness Drill
 1x Namekian Preparation Drill
 1x Good Advice
 1x Straining Energy Blast Move
 2x Straining Floating Attack Move
 2x Android 1a's Energy Burst
 3x Namekian Destruction Blast
 1x Earth Dragonball Capture
 3x Straining Outburst Move
 3x Straining Jump Kick Move
 3x Namekian Forearm Smash
 1x Namekian Elbow Smash
 3x Namekian Regeneration
 3x Frieza Smiles
 3x Dream Fighting
 1x Cell's Defense
 1x Frieza's Force Bubble
 1x Time is a Warrior's Tool
 1x Super Saiyan Effect
 1x Vegeta's Physical Stance
 1x Nappa's Physical Resistance
 1x Nappa's Energy Aura
 3x Namekian Energy
 2x Namekian Fist Block

Anil Damani (18) - Mar. 29

The Outpost, Taylors, SC
Dragonball Z Swiss - 22 participants
 2nd: Dennis Gillian (21) 3rd: Ben Shiffler (18) 4th: Scott Cely (11)

Andrew C. Hopper (21) - Apr. 5

The Outpost, Taylors, SC
Dragonball Z Swiss (\$) - 17 participants
 2nd: Ben Shiffler (19) 3rd: Billy Schmidt (21) 4th: Josh Thomas (11)

Nathan Shiffler (17) - Apr. 12

The Outpost, Taylors, SC
Dragonball Z (\$) - 12 participants
 2nd: Ben Shiffler (19) 3rd: Danny Bobolan (21) 4th: Patrick O'Connell (17)
 3x Red Offensive Stance
 3x Red Eyeslayer Assault
 3x Red Sidekick
 3x Red Energy Blast
 1x Nappa's Physical Resistance
 3x Android 20 is Caught Off Guard

3x Android 19's Distress
 3x Straining Focusing Move
 3x Red Knife Hand
 3x Red Blocking Hand
 3x Red Energy Shield
 3x Cells Power Drain
 3x Trunks Swiftly Moving
 1x Android 20 Absorbing Drill
 3x Gohan's Energy Defense
 3x Red Shattering Leap
 3x Red Knee Bash
 1x Frieza is Ready
 1x Drills are for the Weak
 3x Red Power Rush
 1x Android 18
 3x Captain Ginyu's Energy Attack
 1x Red King Cold Observation
 3x Red Lifting Kick
 3x Red Lightning Slash
 1x Enraged
 3x Red Flight
 1x Time is a Warrior's Tool
 1x Vegeta's Physical Stance
 1x Chiaotzu's Physical Halt



Gigi Giacomelli (33) - Mar. 16

La Grotta Di Merlino, Brescia, Italy
Lord of the Rings Constructed (\$) - 8 participants
 1x Frodo, Reluctant Adventurer
 1x The One Ring, Isildur's Bane
 1x Francing Pony
 1x Weatherhills
 1x Ford of Bruinen
 1x Moria Lake
 1x The Bridge of Khazad-Dum
 1x Galadriel's Glade
 1x Anduin Confluence
 1x Pillars of the Kings
 1x Summit of Amon Hen
 1x Legolas, Greenleaf
 1x Arwen, Daughter of Elrond
 1x Aragorn, King in Exile
 1x Boromir, Lord of Gondor
 3x Deliance
 1x The Tale of Gil-Galad
 1x Gwemegil
 1x The Seen and the Unseen
 2x No Stranger to the Shadows
 2x Valiant Men of the West
 2x Armor
 2x What are They?
 2x Swordsman of the Northern Kingdom
 1x The Saga of Elendil
 1x Ranger's Sword
 1x Aragorn's Bow
 3x Athelas
 1x Sting
 2x Hobbit Stealth
 1x Blade of Gondor
 2x Sentinels of Numenor
 2x Relentless Charge
 3x Morgul Gates
 2x All veils Removed
 2x Blade Tip
 2x Black Breath
 1x Morgul Blade
 1x Beauty is Fading
 1x Ulaire Cantea
 1x Ulaire Enquea
 2x Ulaire Lemanya
 2x Ulaire Nelya
 3x Ulaire Nerlea
 2x Ulaire Toldea
 1x Ulaire Osea

3x Morgul Skulker
 3x In the Ringwraith's Wake
 1x The Balrog, Durin's Bane

Mike Blumberg (32) - Apr. 13
Wonder Water, St. Petersburg, FL
Lord of the Rings Constructed Swiss (\$) - 10 participants
 2nd: Trek Barnes (18) 3rd: Cynthia hart (47) 4th: William Bramer (18)



Jesse Tangreen (21) - Apr. 6
Wizards of the Desert, Moab, UT
M:TG Type I (\$) - 16 participants
 2nd: Devin Soli (21) 3rd: Jason Carey (22) 4th: Laurie Thomas Shelton (20)



Jimmy Schroeder (16) - Apr. 6
Fan-Quest, Yuma, AZ
M:TG Chaos Melee - 16 participants



Charlie Johanson (15) - Mar. 30
The Outpost, Taylors, SC
Mage Knight Swiss - 6 participants
 2nd: Mike Winters (19) 3rd: Bryan Williams (15) 4th: David Rhodes (18)

Peter Shoun (14) - Apr. 6
The Outpost, Taylors, SC
Mage Knight Swiss - 6 participants
 2nd: David Rose 3rd: Charlie Johanson 4th: Mike Winters

1x Barber-Surgeon (weak)
 1x Pyre Spirit
 1x Technomancer (weak)
 1x Technomancer (tough)
 1x Half-troll Hacker (weak)
 1x Half-troll Hacker (standard)
 1x Half-troll Hacker (tough)
 1x Otem Guardsman (tough)
 1x Willow Neck

1x Standard Bearer (weak)
 1x Faith Healer (weak)
 1x Kretch Dartcatcher
 1x Berserker (tough)
 1x Church Piper (weak)



David Wheetley (31) - Apr. 13
Cyclops Lair Games and Comics, Logansport, IN
Mage Knight Campaign (\$) - 10 participants

Kyle Blassengale (14) - Apr. 13

The Outpost, Taylors, SC
Mage Knight Swiss - 6 participants
 2nd: David Rose 3rd: Vince Cely 4th: Scotty Moody

Jeremy Hammar - Apr. 20
UniCon Game Faire, Merrimack NH
Mage Knight Sinister Sealed Booster (\$) - 29 participants
 2nd: Tony Faber

Keith Marston (22) - Apr. 28
Collectors Paradise, Fresno, CA
Mage Knight Sealed Deck Swiss (\$) - 7 participants

2nd: Don Warmuth (33) 3rd: Mike Grossman (15) 4th: Eli Houston (28)
 2x Magestone Lord (weak)
 1x Fighting Automaton (standard)
 1x Corrupted Priest (standard)
 1x Warrior Sprite (standard)
 1x Death Merchant (standard)
 1x Elven Recruit (tough)



Brandon Martinez (14) - Mar. 23
Fan-Quest, Yuma, AZ
Pokemon - 16 participants

Ben Richardson (15) - Apr. 6
The Outpost, Taylors, SC
Pokemon Swiss - 6 participants
 2nd: Toney Ford (11) 3rd: Kyle Blassengale (14) 4th: Ben Ogle (19)
 1x Nighty Garbage Run
 3x Potion

1x Professor Elm
 2x Energy Removal
 2x Erika
 4x Plus Power
 2x Berry
 2x Gust of Wind
 3x Computer Search
 3x Item Finder
 2x Professor Oak
 2x Erika Jigglypuff
 2x Ditto
 2x Scyther
 3x Grimer
 3x Dark Muk
 3x Double Colorless Energy
 2x Dark Energy
 3x Rainbow Energy
 13x Grass



Jose Esquerria (21)
Fan-Quest, Yuma, AZ
Pokemon Box set I-Gym II



Sebastian Ehrhard (28) - Apr. 13
Hadewe GmbH, Hannover, Germany
Star Wars Swiss (\$) - 9 participants
 2nd: Chris Menzel (33) 3rd: Dirk Friedrichs (30) 4th: Ralf Wachowiak (30)



Scott Cely (11) - Apr. 13
The Outpost, Taylors, SC
Yu-Gi-Oh! Swiss - 6 participants

2nd: Mathew Guitreau (14) 3rd: Kyle Coleman (13) 4th: Jeff
 2x Trap Hole
 3x Monster Reborn
 1x Dark Energy
 2x Trap Master
 2x Change of Heart
 3x Blue-Eyes White Dragon
 1x Ryu-Kishin Powered
 1x Sword Stalker
 1x Mystical Elf
 1x Fogue Doll
 1x Invigoration
 1x Dokazi
 1x Battle Ox
 1x Card Destruction
 1x Gala the Fierce Knight
 1x Curse of Dragon
 1x Pot of Greed
 1x Dragon Capture Jar



CALIFORNIA Imperial

August 23 and 24, 2002
DESERT CON 2002
 Imperial Valley Expo, 200 E. Second St. (Off State Hwy., 86) Fairgrounds. 11 a.m. to 10 p.m. both days. Admission: \$12 one day, \$20 both days. Register by Aug. 22 and pay \$10 for one day, \$15 for both days. Mage Knight Constructed tournament; Mage Knight Demos; HeroClick tournament and demos; Magic: The Gathering demos and tournaments; Yu-Gi-Oh!, Dragonball Z, and Pokemon tournaments; Star Wars demos; more. Contact Jason or Kristine Zara (760) 353-5253, info@knightlygames.com, www.knightlygames.com.

FLORIDA Tampa

July 27 & 28, 2002
CON GAMES 2002
 Crown Plaza - Sabal Park, 1234 Queen Palm Dr. Charity auction, Lord of the Rings, dealers will be selling-trading-buying

Magic: the Gathering, Chez Geek, lots more! 10:00 a.m. Saturday thru 6:00 Sunday. Deadline for pre-registration for games is June 29th. Admission: \$12/day, \$20/weekend. Convention hotel rate: \$75 standard room, \$90 for exec. suite. Contact: Heather Cote (813) 621-1945 MajRakal@aol.com, www.stonehill.org

ILLINOIS Bloomington

July 20 - 21, 2002
FLATCON "NOT FLAT JUST LEVEL"
 Shirk Center, Illinois Wesleyan University. Contact: C. David Ross, 300 S. Eastern St., Minier, IL 61759, (309) 766-1608, flatcon@flatcon.com, www.flatcon.com

MARYLAND Timonium

Sunday, June 23, 2002
 Comic Book and non-sports card show presented by Clandestine Comics. Holiday Inn, 2004 Greenspring Dr. (exit 16A off I83 North). Celebrate our 10th Anniversary, dealers will be selling-trading-buying

comics, non-sport cards, Magic: The Gathering CCG, Magazines, anime, original art and much more. 25 tables @ \$40, showtime from 11:00 a.m. to 4:00 p.m. Admission is \$1.00, children under 5 are free. For dealer information, call Fred Edeson (410) 569-8357 or e-mail clandestinecomic@hotmail.com.

NEVADA Sparks

June 27 - 30, 2003
RENOCON 2003
 Golden Phoenix Hotel & Casino. We have dedicated 4,700 sq. ft. to the dealer room. Full air conditioning, carpet, and excellent lighting. For dealer information call (775) 284-5353 or email a.o.games@aci.net

TEXAS Houston

June 14 - 16, 2002
CONSORTIUM 2002
 Radisson @ Hobby Airport. Over 4500 sq. feet of gaming including Decipher-san-

tioned Star Wars, Star Trek, and LOTR tournaments. Plus writers workshop, dealer's room, art room, masquerade dance and anime room. Proceeds benefit The Bay Area Turning Point. For more information, visit www.con-sortium.org, e-mail info@con-sortium.org, or call Horizon Games at (281) 286-9282.

VERMONT Burlington

June 21, 22, and 23, 2002
BAKURETSU CON
 Sheraton Inn, 870 Williston Rd. RPGs, miniatures, CCGs, boardgames, more. Mage Knight, Magic, DragonBall Z and L5R sanctioned tournaments. Art contest, anime music video contest and anime cosplay and costume contest. Magic Type 2 tournament with separate admission. Prizes for all tournaments and contests. See website for details and admission prices: www.bakuretsucon.org. Contact: Valerie Lafleche (802) 877-2647 or write: Bakuretsu Con, P.O. Box 44, Vergennes, VT 05491

VIRGINIA McLean

1st Sunday of Every Month
COMIC, TOY & CCG SHOW
 Tysons Corner Holiday Inn, 1960 Chain Bridge Rd. (exit 111 S.Rte. 123 off I-495). M:TG & other gaming cards, comics, anime, non-sport cards, original artwork, figures, dealers, etc. 10 a.m. to 4 p.m. Contact: Capital Associates, 7952 Arden Ct., Vienna, VA 22027. Jeff Rocen (703) 912-1993, comicshow@aol.com

WASHINGTON Wenatchee

July 12 - 14, 2002
REBELCON
 Wenatchee Sports Cards, 1006 Springwater. Star Wars CCG Swiss Constructed, Open, and Team; LOTR single and multi-player tournaments; "Blasf from the Past" (Prem and ANH only) tournaments. Contact: Gary Page (509) 663-7726, katmaes59@aol.com.

ALABAMA

Athens
 Sat. - WWF, M: TG Type 1, (S), \$5, 2:30 p.m.
 Sat. - DragonBall Z, (S), \$5, 12:15 p.m.
 Sat. - Harry Potter, \$5, 10:30 a.m.
 Sat. - M: TG Type 1, (S), \$5, 2:30 p.m.
 All-Star Comics & Cards, 210 South Jefferson Street (256) 232-9193 frogzilla007@yahoo.com

Mobile

Mon, Tues., Thurs., Fri. - Game Night - Highlander, DBZ, WWF, etc., 5-8 p.m.
 Wed. - Warlord league, \$3 one-time fee, 5-8 p.m.
 1st Sat. - Yu-Gi-Oh constructed, prizes, \$3, 12-4 p.m.
 2nd Sat. - Mage Knight, \$3, 12-4 p.m.
 3rd Sat. - Buffy constructed, prizes, \$3, 12-4 p.m.
 4th Sat. - Harry Potter constructed, prizes, \$3, 12-4 p.m.
 1st & 2nd Sat. - Trade Night - door prizes, prizes for highest \$\$ card pulled and for purchases, 6-8 p.m.
 Sat. - LORL league, \$5 one-time fee, 5-8 p.m.
 Sun. - M: TG Type 2, \$5, 1-5 p.m.
 M & R Ball Cards & Gaming, 5450 Cottage Hill Road, (251)661-4146 MR6450@aol.com

CALIFORNIA

Burbank

Sat. - M: TG (S), call for format, \$5 or depending on format, 2 p.m.
 Kings Comics & Games, 420 Glenoaks Blvd. (818) 562-1834 kingcomics@os.com, www.kingscomicsandcards.com

Fri. - Buffy league (S), \$3, 6:30 p.m.
 Fri. - M: TG Type 2 (S), \$5 (incl. free pack), 6 p.m.
 Sat. - Pokémon constructed (S), \$5, 1-3 p.m., 3-5 p.m.
 Sun. - WWF Belt Tournaments & League, (S), 2 p.m.
 Sun. - DragonBall Z constructed (call for type), \$5, 12 noon

Kings Comics & Games 2, 1604 W. Olive Ave. (818) 954-0121 kingscomics@os.com, www.kingscomicsandcards.com

Eagle Rock

1st Sat. - Star Trek Swiss (S), \$3, 1 p.m.
 Sat. - M: TG Type 2 (S), \$5, 1 p.m.
 Games and Cards.com, 1716 Colorado Blvd., (323) 341-5611 tournaments@gamesandcards.com www.gamesandcards.com

Foster City

Mon. - Mage Knight (S), \$2, 6:30 p.m.
 Go-Getter's Pizza, 1489 Beach Park Blvd. - organized by Gator Games (650) 571-7529 GatorGames@aol.com, www.gatorgames.com

Industry

Wed. - M: TG draft, 5 p.m.
 Wed. - Mage Knight, 5 p.m.
 Sat. - M: TG draft, Type 2, (S), \$5, 10 a.m.
 Frank & Son Collectible Show, 19649 San Jose Ave. (909) 444-7955

Redwood City

Wed. - M: TG draft (S), \$15, 5 p.m.
 Wed. - M: TG constructed, various (S), \$2, 6:30 p.m.
 Wed. - DragonBall Z constructed (S), \$2, 6:30 p.m.
 Wed. - Mage Knight constructed (S), \$2, 6:30 p.m.
 Wed. - Pokémon constructed (S), \$2, 6:30 p.m.
 Wed. - Warlord constructed (S), \$2, 5:30 p.m.
 Wed. - Buffy, WWF, LORL, \$2, 5 p.m.
 Pizza and Pipes, 851 Winslow St., organized by Gator Games (650) 571-7529 GatorGames@aol.com, www.gatorgames.com

Sacramento

June 2 - HeroClix sealed (S), Cost of Starter, noon
 Great Escape Games, 1537 Howe Ave #200, (916)927-0810. Garry@GreatEscapeGames.com GreatEscapeGames.com

San Diego

Last Sat. - LORL (S), \$5, 1 p.m.
 Game Keeper University Towne Center, 4465 La Jolla Village Drive #138. minconr@yahoo.com

San Mateo

Thurs. - M: TG Type 2 (S), \$5, 4 p.m.
 Thurs. - Mage Knight, \$3, 4 p.m.
 Gator Games, 4212 Olympic Ave. GatorGames@aol.com, www.gatorgames.com

Saugus

Fri. - M: TG, various types, (S), \$10 - prizes, 7:30 p.m.
 Fri. - Mage Knight draft (S), \$10, prizes, 7:30 p.m.
 Fri. - Mage Knight, Type 1, Type 1.5, Type 2, sealed, draft, (S), \$10-prizes, 7:30 p.m.
 Fri. - M: TG, Type 1, Type 1.5, Type 2, sealed, draft, (S), \$10-prizes, 7:30 p.m.
 Perfect Game, 27653 Bouquet Canyon Rd. (In Albertson's Center) (661) 263-7770. pfcg@perfectgame.com

COLORADO

Weekly e-mail listing of Star Trek, Young Jedi, Jedi Knights, and LORL tournaments statewide. To be added, e-mail Spock6@ix.netcom.com

Englewood

2nd, 4th Sat. - Star Trek, format varies, 1 p.m.
 Clockwork Comics and Games, 2824 South Broadway, (303) 781-6166. jpowere@pcair.com

Littleton

Sun. - Pokémon Swiss (S), \$4, 11 a.m.
 Sports Cards Etc., 151 W. Mineral #104, (303) 707-1127 sportscardsetc@aol.com, www.sportscardsetc.com

Parker

Sat. - LORL league, 6-10 p.m.
 CollectorMania, 17892 Cottonwood Dr., (303) 766-3530. COGNews@aol.com

CONNECTICUT

Plainville

June 2 - Mage Knight draft, \$15, 8 a.m.
 Runecon, 400 New Britain Ave., (610) 205-0937 xchakk@aol.com

DELAWARE

Newark

June 29 - LORL Delaware Territorial Open Championship, constructed (S) Swiss, 6 rounds, \$15, 11 a.m.
 The Days of Knights, 173 East Main Str., (302)366-0963. laurentee@aol.com, www.daysofknights.com

FLORIDA

Coral Gables

Mon. - LORL league, 6-10 p.m.
 Tues. - LORL league, \$10 one-time fee, 5-8 p.m.
 June 8 - LORL constructed (S), 11 a.m. registration, 12 p.m. start
 June 9 - Star Trek constructed (S), 11 a.m. registration, 12 p.m. start
 June 15, 16, 23 - LORL Realms/Elf Lords sealed pre-release, 12 p.m.

Outland Station, 6791 Red Road, (305) 661-4466 Gelonso_netrox@yahoo.com

St. Petersburg

June 8 - LORL constructed Swiss (S), \$4, 1 p.m.
 June 22 - LORL constructed Swiss (S), \$5, 1 p.m.
 July 13 - LORL constructed Swiss (S), \$4, 1 p.m.
 Wonder Water, 4341 66th St N, (727)544-5338. ChartOC@aol.com

IDAHO

Boise

June 22 - LORL State Territorials (S), \$15, 9 a.m. registration, 10 a.m. start
 Magic Dragon Games, 6746 Glenwood, (208) 375-9562. Reidertist1@yahoo.com or gummidemom@yahoo.com

ILLINOIS

Brookfield

Fri. - M: TG Limited (S), \$20, 7 p.m.
 Sat. - Mage Knight constructed (S), \$5, 12 p.m.
 Sun. - M: TG Type 2 (S), \$5, 12 p.m.
 The Gaming Depot, 3704 Grand Blvd., (708) 387-2556. rretman@thegamingdepot.com www.thegamingdepot.com

Carbondale

Sun. - M: TG sealed (S), \$5, 12:30
 Sun. - M: TG Type 1 (S), \$5, 12:30
 Sun. - M: TG Type 1.5 (S), \$5, 12:30
 Sun. - M: TG sealed (S), \$20, 12:30
 Castle Perilous Games, 715 S. University, Suite 2003, (618) 529-5317. castlep@aol.com

Glenview

Fri. - M: TG Type 2, (S) \$5, 7 p.m.
 Sat. - M: TG sealed (S), \$20, 6 p.m.
 1st Sun. - M: TG 14 and under Extended (S), \$5

3rd Sun. - Star Wars, \$5, 12 noon
 Pastimes, Inc., 1723 Glenview Rd. (847) 724-9636 www.pastimes.net

Lindenhurst

Fri. - DragonBall Z Swiss, \$3, 4:30 p.m.
 Fri. - M: TG Type 2, Swiss (S), \$3, 7 p.m.
 Sat. - Pokémon Swiss, \$3, 12 noon
 Sat. - Mage Knight Swiss, \$3, 3 p.m.
 Sun. - M: TG Type 2, Swiss, \$3, 2 p.m.
 Sun. - M: TG draft, Swiss, \$10, 2 p.m.
 June 8 - M: TG Draft Sealed, \$100, 6 p.m. Prizet All-Star Sports Cards & More, 2132 E Grand Ave (847) 265-3431

Lyons

Tues. - M: TG Swiss, free, 5 p.m.
 Thurs. - Mage Knight Swiss (S), \$3, 5 p.m.
 Alt. Fri. - M: TG draft (S), \$13, 5 p.m.
 Alt. Fri. - M: TG Type 2 (S), \$3, 6 p.m.
 Crazy Card & Comics, 7929 Ogden Ave., (708) 447-PR05. crazycard@dotplanet.net

Niles

Thurs. - M: TG Type 2 (S), \$5, 7 p.m.
 Thurs. - M: TG draft (S), \$14, 7 p.m.
 Fri. - M: TG draft (S), \$14, 7 p.m.
 Fri. - Mage Knight (S), 7 p.m.
 2nd Sat. - Star Trek (S), \$5, Noon
 3rd Sat. - M: TG 14 and under Extended (S), \$5
 3rd Sat. - Babylon 5 (S), \$5, Noon
 3rd Sat. - WWF (S)
 1st Sun. - Star Wars (S), \$5, Noon
 2nd Sun. - Warlord (S), Noon
 3rd Sun. - Legends of the Five Rings (S), Noon
 June 8 - Star Wars Swiss (S), \$10, 11 a.m.
 Pastimes, 8478 Golf Road, (847) 470-9636 info@pastimes.net, www.pastimes.net

Tues. - M: TG Type 2 (S) thru July & Aug., \$10, 6 p.m.
 Sat. - M: TG Type 2, (S) thru July & Aug., \$10, 6 p.m.
 Windy City Comics - Golf Mill Mall, 321 Golf Mill Center, (847) 299-9944. thebard@aol.com

Stickney

Tues. - M: TG Arena, \$3, 5 p.m.
 Wed. - M: TG draft (S), \$7, 4 p.m.
 Thurs. - Mage Knight Multi-Player (S), \$3, 4 p.m.
 3rd Fri. start Aug. 17 - M: TG, Invasion Block constructed (S), \$3
 3rd Fri. start Aug. 24 - M: TG, Type 2 Pairs constructed (S), \$6 a team
 Alt. Sat. start Aug. 18 - M: TG Type 2 (S), \$3, 1 p.m.
 Alt. Sat. start Aug. 25 - M: TG Extended (S), \$3, 1 p.m.
 Crazy Card & Comics, 3908 S. Gunderson Ave. (708) 484-5608. crazycard@dotplanet.net

KANSAS

Emporia

June 22 - Redemption, various, State Level Tournament (S), \$3 open, \$10 sealed, 8:30 a.m. to 9 p.m.
 Lock, Stock, and Bible (in the Flint Hills Mall), 1674 Industrial Rd., (602) 342-6212 rpgdirector@hotmail.com

Lafayette

Sat. - Magi-Nation constructed (S), Free
 Castle Cards and Comics, 2133 South Fourth Street, (765) 474-1110

Manhattan

Fri. - M: TG, 5:30
 Sat. - WWF, 6 p.m.
 Sat. - Mage Knight, 1 p.m.
 Wildcat Cards, 1312 Westloop (785) 587-1977

Overland Park

Sat. - M: TG Type 1 (S), \$6, 5 p.m.
 Collector's Cache, 7317 W. 95th St. (913) 648-0446 www.collectorsofcache.com

Wed. - Pokémon (S), free, 5 p.m.
 Fri - M: TG Type 2 (S), free, 6 p.m.
 Sat. - M: TG Type 1 (S), \$6, 5 p.m.
 Sun. - M: TG Type 1 (S), \$6, 4 p.m.
 Collector's Cache, 10150 W. 119th St. (913) 338-2273 www.collectorsofcache.com

KENTUCKY

Louisville

June 1 - HeroClix Marquee draft, \$15, 4 p.m.
 June 1 - Mage Knight 1,500 pt. Conquest (S), \$3, 12 p.m.
 June 2 - HeroClix Marquee draft, \$15, 4 p.m.
 June 8 - Mage Knight 300 pt. (S), \$3, 12 p.m.
 June 22 - Mage Knight 200 pt. (S), \$3, 12 p.m.
 June 29 - Mage Knight, 400 pt. (S), \$3, 12 p.m.
 Book and Music Exchange, 5522 Newcut Rd., (502) 364-8944. bobjackson@aol.com www.bookandmusicexchange.com

MAINE

Lewiston

Last 2 Fri. - M: TG Friday Night Type 2 or draft (S), 5 p.m.
 2nd Fri. - DragonBall Z, (S), 5 p.m.
 Sat. - Pokémon league, 10 a.m.
 Sat. - Mage Knight, tournaments vary, 12:30 p.m.
 Zimmie's, 197 Main St. (207) 783-4450 joe@zimmies.com

MARYLAND

Silver Springs

Sat. - M: TG Type 2 (S), \$5, 11 a.m.-5 p.m.
 Alliance Comics, 8317 Fenton St., (301) 588-2546 alliancecomics@erols.com

MASSACHUSETTS

Lenox

Fri. - LORL draft, Friday Night Magic (S), \$9, 6 p.m.
 Sat. - M: TG Type 2 (S), \$5, 6 p.m.
 Lenox Sports Cards & Games, 55 Pittsfield Road, (413) 637-3243. wamocards@berkshire.net

Waltham

Sun. - M: TG sealed (S), 1 p.m.
 Danger Planet Games, 36 Spruce St, (781)894-6792 www.dangerplanet.com

MICHIGAN

Allen Park

Wed. - Mage Knight (S), \$5, 7 p.m.
 Allen Park Sports, 6800 Allen Road, (313) 388-1519 allenparksports@earthlink.net

Grand Rapids

Fri. - M: TG alternating Type 2 (\$5) draft (10S), 6 p.m.
 Baseball Card City, 6504 28th St. SE, (616) 940-1676 sferris@bbcardcity.com, www.bbcardcity.com

Livonia

Mon. - DragonBall Z, Swiss, constructed & casual play, \$5, 4 p.m.
 Thurs. - LORL Swiss, constructed & league (S), 6 p.m.
 Fri. - LORL constructed (S), 7 p.m.
 Sun. - Magi-Nation Swiss constructed, \$5, 1 p.m.
 July 4 - M: TG Type 1.5 red, white, & blue decks (S), \$5, 1 p.m.
 July 7 - M: TG Type 2 constructed (S), \$5, 12 p.m.
 July 14 - M: TG Type 2 draft (S), \$8, 12 p.m.
 July 20 - WWF constructed (S), \$5, 4 p.m.
 July 28 - M: TG Type 2 sealed deck (S), \$15, 12 p.m.
 RIW Hobbies, 29116 Five Mile Road, (734) 261-7233 riwhobbies@aol.com, www.riwhobbies.com

Midland

Mon./Thurs. - M: TG, \$15; LORL (S), free; 7-10 p.m.
 Collector's Corner and the Back Room, 4011 Jefferson Ave. (989) 839-2060. cornermi@aol.com, corner.org

Oxford

Fri. - Friday Nite Magic Type 2, 5:30 p.m.
 Sat. - Pokémon, 9 a.m.
 Sun. - Star Trek, 12 p.m.
 BDC Sports Carts, 605 S Lapeer, (248)969-9021

Wyandotte

Wed. - Mage Knight (S), \$5, 6:30 p.m.
 Fri. - Mage Knight (S), \$5, 6 p.m.
 Mel's Sports Collectables, 3153 Fort Street, (734) 283-8356. melsport@aol.com, melsports.com

MINNESOTA

Falcon Heights

Mon. - LORL, \$2, 6 p.m.
 Tue. - M: TG tournament & Arena, 5:30 p.m.
 Wed. - Mage Knight tournament (S), free, 6 p.m.
 Thurs. - LORL (S), Vampire, WWF tournaments, free, 6 p.m.
 Thur. - LORL (S), \$2, 6 p.m.
 Sun. - M: TG weekly tournament, call for details, free
 Source Comics & Games, 1601 W. Larpenture Ave., (651) 645-0386 bobours@aol.com, www.sourceandgame.com

Minnetonka

Fri. - Mage Knight, M: TG Type 1 (S), Harry Potter, 7-11 p.m., \$3, First tourney of month is free.
 Game Tech, 3311 County Rd. 101, (952) 249-6229 selee@game-tech.org, 2222game-tech.org

MISSOURI

Columbia

June 22 - Mage Knight draft (S), 3 Day Convention Rates-\$25 Pre-reg through April 30, \$30 at the door, 8 a.m.-noon
 June 22 - Mage Knight, Head-to-Head, (S), 3 Day Convention Rates-\$25 Pre-reg through April 30, \$30 at the door, Noon - 4 p.m.
 Ramanda Inn Conference Center, 1100 Vandiver Drive, (573) 443-3436 Columbia_game_guide@hotmail.com http://columbiakonvention.tripod.com/main.htm

June 15 - LORL sealed (S), to Admission: Purchase starter deck and up to two boosters, 1 p.m.
 Valhalla's Gate, 901 E. Nifong Blvd., Suite B, (573) 442-1329 valkyrie@valhallasgate.com, www.valhallasgate.com

Sedalia

Sun. - Mage Knight, \$3 constructed, \$20 draft, 1 p.m.
 Gamer's PairADice, 115 South Ohio Avenue, (660) 829-4191. Gamers_pairadice@central.com.net

St. Louis

1st Fri/June - M: TG sealed (S), \$15, 6:30 p.m.
 2nd, 4th Fri/June - M: TG Type 2 (S), \$5, 6:30 p.m.
 3rd Fri/June - M: TG draft (S), \$10, 6:30 p.m.
 Sat. - DragonBall Z, \$3, 12:30
 Sat. - Pokémon league w/standard tourney, \$5, 1:30 p.m.
 Sun. - Star Wars Swiss, \$5, 12:30
 All American Collectibles, 6510 Chippewa, (314) 352-7700

TOURNAMENT & WINNERS LISTINGS IN SCRYE ARE FREE!

Retailers & tournament directors: for information e-mail scryetour@krause.com

NEBRASKA

Lincoln

Mon. - Mage Knight, 6 p.m.
 Tues. - Pokémon, 4 p.m.; Magi Nation, 6 p.m.
 Wed. - Open Gaming, 6 p.m.
 Thur. - Star Wars, 6 p.m.
 Fri. - Pokémon, 4 p.m.; M:TG, 6 p.m.
 Sat. - Open Gaming & M:TG tournament (S)
 Sun. - Pokémon, 12 noon
 All gaming is free and prizes awarded
 HobbyTown USA, 220 N. 66th St. (402) 434-5056
 HTU@merlin@aol.com, www.hobbytown.com

NEVADA

Las Vegas

Sat. - Mage Knight, Head-to-Head, Team constructed, (S), \$5, 2 p.m.
 Tim Boal's Comic Oasis, 4250 S. Rainbow #1003, (702) 222-1668, comicoasis@earthlink.com, www.comicoasis.com
Henderson
 Fri. - M:TG Type 2 constructed (S), \$5, 5 p.m.
 Sat. Monthly - L5R Gold constructed, \$5, 12 p.m.
 HobbyTown USA, 2803 N. Green Valley PKWY, (702) 451-4400, vegsmagistat@aol.com

NEW HAMPSHIRE

Somersworth

Daily - Open Gaming, free
 Wed. July/Aug. - Mage Knight (S), 5 p.m.; DragonBall Z, 6 p.m.; free
 Thurs. July/Aug. - M:TG, \$3, 5:30 p.m.
 Fri. July/Aug. - M:TG, \$3, 5:30 p.m.; Yu-Gi-Oh!, free, 6 p.m.
 Sat. July/Aug. - HeroClix (S), Mage Knight (S), free, 12 p.m.
 Toys from the Attic, 93 Main St., (603) 692-4562
 Drib3001@aol.com

Mon. - M:TG, free, 5:30 p.m.
 1st Tues. - WWF (S), free, 5:30 p.m.
 Fri. - Mage Knight, Dungeons, Head-to-Head, Team constructed, (S), free, 5 p.m.
 The Paperback Bazaar, 120 Tri-City Plaza, (603) 742-2626, pbbz@bigfoot.com, www.pbbz.com

NEW JERSEY

Paramus

June 1 - Mage Knight draft, \$10, 10 a.m.
 June 1 - Mage Knight Team constructed, \$10, 4 p.m.
 Garden State Games/Bergen Mall, Route 4 East, (201) 475-0666, tornyayee@earthlink.net

NEW MEXICO

Las Cruces

Sat. - M:TG Extended, \$3, 2 p.m.
 New Dimensions, (505) 521-8156, tornyu@zianet.com

NEW YORK

Bronx

Sun. - MK Dungeons (S), \$3, 5:30 p.m.
 Tues. - Mage Knight (S), \$3, 5:30 p.m.
 Evernight Games, 3 Center Street, (716) 672-2273, games@evernight.org, www.evernight.org
Loudonville
 June 1 - M:TG Extended (S), \$1, 6 p.m.
 June 28 - M:TG Type 2 (S), \$1, 6 p.m.
 Flights of Fantasy, 488 Albany-Shaker Rd., (518) 435-9337, flfo@yppart.com

Mastic

Wed. - M:TG Swiss Vintage-Type 1 (S), \$3, 6 p.m.
 Fri. - M:TG Swiss Standard (S), \$3, 6 p.m.
 Sat. - DragonBall Z Swiss constructed (S), \$3, 1:30 p.m.
 Sat. - MLB Swiss constructed (S), \$2, 2:30 p.m.
 Sat. - LOTR Swiss constructed (S), \$2, 12:30 p.m.
 Sun. - Yu-Gi-Oh Swiss constructed (S), \$3, 1 p.m.
 Sun. - WWF Swiss constructed (S), \$3, 1 p.m.
 Golden Memories Comics and Games, 1265 Montauk Highway, (631) 281-0554/(631) 281-9124, regatino@primetime.com

Plainview

Fri. - M:TG Type 1.5 (S), Fee: 2 boosters, 5:30-7:30
 Fri. - M:TG Type 1.5 (S), Fee: Call, 5:30 p.m.
 Captain Comic, 139 Central Pk Rd., (516) 576-3770

Syracuse

June 8 - LOTR DGMA Territorial Open, sealed Swiss (S), \$10-\$15, 1:30 p.m.
 June 15 - LOTR, Realm/Elf-Lords pre-release, sealed Swiss (S), \$10-\$15, 2 p.m.
 Altered States, 689 North Clinton St., (315) 472-GAME, events@alteredstates.com, www.alteredstates.com

LEGEND

(S) = Sanctioned. Denotes a tournament recognized by the CCG manufacturer; contenders may be eligible for ranking.

L5R = Legend of the Five Rings

LOTR = Lord of the Rings

M:TG = Magic: The Gathering

NORTH CAROLINA

Chapel Hill

4th Sat. - LOTR, Swiss constructed (S)
 June 22, Realms of the Elf Lords sealed, \$5, 1 p.m.
 Borders Books and Music, 1807 Chapel Hill Rd., (919) 672-6930, donsters@hotmail.com

Wilmington

Fri., M:TG casual play, 6 p.m.
 Sun. - DragonBall Z casual play, 12 p.m.
 Fanboy Comics, 3901-A Wrightsville Ave., (910) 452-7828, fanboy@wilmington.net, @facebook/fanboycomic8000/

OHIO

Lakewood

Tues. - M:TG Extended (S), \$3, 5:30-9:30 p.m.
 Thur. - Yu-Gi-Oh!, \$3, 4:30-7:30 p.m.
 Fri. - M:TG draft (S), \$11, 5:30-9:30 p.m.
 Sat. - DragonBall Z (S), \$3, 2-5 p.m.
 Sun. - M:TG Type 2 (S), \$3, 1-5 p.m.
 Altered Reality, 15609 Detroit Road, (216) 226-5890, chlosetabuck@aol.com

Rocky River

Tues. - M:TG Type 2 (S), \$5, 6:30 p.m.
 Thur. - M:TG Odyssey Block (S), \$5, 6:30 p.m.
 Fri. - M:TG draft, Friday Night Magic (S), \$13, 7 p.m.
 Sat. - M:TG Type 2 (S), \$3, 2 p.m.
 June 2, 16, 30 - LOTR constructed (S), \$5, 1 p.m.
 Compendium Collectibles, 19644 Center Ridge Road, (440) 895-1224, compendiumohio@msn.com, www.compendiumohio.com

OKLAHOMA

Tulsa

Fri. - M:TG Type 2 (S), \$3, 6:45 p.m.
 Fri. - Mage Knight draft, \$15, 6:45 p.m.
 Top Deck Games, 5970-K East 31st Street, (918) 665-7529, Top_deck_games@yahoo.com, www.topdeckgames.com

OREGON

Klamath Falls

Mon. - M:TG (S), trading, 5:30-9 p.m.
 Mon. - M:TG, DragonBall Z or Pokémon, free
 Thom-Mi's Card Shop, Jefferson Square Mall, 2848 S. 6th St., (877) 881-3804, thormi@evrc.net, www.thormiscardshop.com

PENNSYLVANIA

Allentown

Tues. - Mage Knight (S), free, 6 p.m.
 Hobbytown USA, 4642 Broadway Rd., Tilghman Square Shopping Center, (620) 336-9960, jeumlaui@aol.com

Bloomsburg

June 23 - Mage Knight scenario, 1 p.m.
 Kehr Union Building, Bloomsburg University (Sponsored by The Cloak & Dragon Bookstore), (570) 784-2472, books@umilink.net, rose@mbre@yahoo.com

Feasterville

Fri. - M:TG Type 2 Swiss (S), \$3, 6 p.m.
 Sat. - M:TG Extended Swiss (S), \$5, 12 noon
 3rd Fri. - M:TG Type 2 draft (S), \$12, 6 p.m.
 Access Communications, 1108 Bustleton Pike, (215) 357-7466, magicthegathering@accessnet.com

Hatboro

Fri. - M:TG Extended (S), \$5, 6 p.m.
 Access Communications, 44 North York Road (Next to Wawa's), (215) 443-7615

Punxsutawney

Sun. - M:TG Buffy, \$3/wk, \$10/mo., \$100/yr., 12-6 p.m.
 The Alternative Factor, 200 W. Mahoning St., (814) 938-0152, thefactor@pennswnwoods.net

RHODE ISLAND

Woonsocket

Fri. - M:TG Booster, 6 p.m.
 Sat. - M:TG Type I, 4 p.m.
 Sun. - M:TG Type 2, 4 p.m.
 Woonsocket Collectible Authorities, 575 Cumberland Hill Rd., (401) 358-4001, Regissy1@msn.com

SOUTH CAROLINA

Anderson

Fri. - M:TG draft (S), \$10, 6 p.m.
 Fri. - M:TG Swiss draft, various, (S), \$10, 5 p.m.
 Sat. - DragonBall Z Swiss, free, 1 p.m.
 Sat. - M:TG Swiss, various, (S), \$10, 5 p.m.
 Sat. - M:TG Extended (S), \$10, 5 p.m.
 Sun. - LOTR Swiss (S), \$3, 1 p.m.
 Sun. - Pokémon Swiss, free, 1:30 p.m.

Sun. - Pokémon constructed (S), \$3, 2 p.m.
 Planet Comics, 3448 Cinema Center, (864) 261-3578, events@planetcomics.net, www.planetcomics.net/

Taylors

Tues. - Mage Knight, varies, \$5, 7 p.m.
 Fri. - DragonBall Z Swiss (S), \$5, 6 p.m.
 Sat. - Mage Knight Swiss (S), \$5, 4 p.m.
 Sat. - Pokémon Swiss, \$5, 4 p.m.
 Sun. - M:TG, varies, (S), \$5, 4 p.m.
 Varies - LOTR, varies, (S), \$5, Varies
 The Outpost, 3110 Wade Hampton Blvd., (864) 322-2969, society@aol.com, www.gamesociety.com

Tues. - M:TG; Mage Knight Swiss 300 pt., \$2; 7 p.m.
 Fri. - DragonBall Z Swiss (S), free, 6 p.m.
 Sat. - Harry Potter Swiss, \$2, 12:30 p.m.

Sat. - Mage Knight Swiss 300 pt., \$2, 3:30 p.m.
 Sat. - Pokémon Swiss, \$2, 4 p.m.
 Sun. - M:TG, fee varies, 3 p.m.
 Let the Games Begin, 3110 Wade Hampton Blvd., Gallery Centre, Suite 20, (864) 322-0140

Myrtle Beach

Wed., Fri. - M:TG Type 2 (S), free
 Sat. - LOTR Extended (S), free
 Sun. - LOTR (S)
 Dragons Lair, 1137 Hwy. 544, (843) 238-9975, www.beachdragon.com

TENNESSEE

Chattanooga

Fri. - M:TG Type 2 draft Swiss (S), \$10, 2 p.m.
 Sat. - M:TG (S), various, \$10 (sealed \$15), 2 p.m.
 American Comics & Cards, 6787 Lee Highway, (423) 490-0501, AMCCOMICS@AOL.COM, www.americancomics.com

Hermitage

June 8, July 13, Aug. 10 - LOTR constructed 3 rmd Swiss (S), \$5, 1 p.m.
 June 29, July 27, Aug. 24 - L5R constructed 5 rmd Swiss (S), \$5, 1 p.m.
 The Game Keep, 3952 Lebanon Pike, (615) 883-4800, gm@thegamekeep.com, thegamekeep.com

TEXAS

Houston

Fri. - M:TG draft (S), \$10, 7 p.m.
 Sat. - Pokémon Swiss (S), \$5, 7 p.m.
 Sat. - MLB Swiss (S), \$5, 2 p.m.
 Sun. - Yu-Gi-Oh constructed Swiss (S), \$5, 2 p.m.
 L. King Collectibles, 3001 Fondren, Suite E, (713) 782-2273, lking@flash.net, lking.net

Fri. - M:TG draft (S), 7 p.m.
 Sat. - M:TG Type 2 (S), 7 p.m.
 Sat. - LOTR constructed or sealed (S), 12 p.m.
 Sat. - Mage Knight constructed or sealed (S), 12 p.m.
 Strike Zone, 17402 Northwest Freeway, (713) 937-3141, dustind@aol.com, www.strikezoneonline.com
 Fri. - M:TG Type 2 (S), 7 p.m.
 Sat. - Mage Knight constructed or sealed (S), 12 p.m.
 Sat. - LOTR constructed or sealed (S), 12 p.m.
 Sun. - M:TG draft, 1 p.m.
 Strike Zone, 10904 Scarsdale #280, (281) 484-7875, dustind@aol.com, www.strikezoneonline.com

Victoria

Sat. - MK Dungeons Heroic Teams (S), \$5, 1 p.m.
 Brodie's Comics & Cards, 5803 John Stockbauer Suite F, (361) 578-9918, tbeck@brodiescomics.com, www.brodiescomics.com

Waco

June 29 - Star Wars constructed Swiss (S), free, 10 a.m.-10 p.m.
 Ryan's Family Steakhouse, 301 S. Valley Mills Dr., (254) 729-8307, mr007agent@hotmail.com

UTAH

Midvale

June 29 - LOTR Territorial Championship constructed (S), \$15, 10:30 a.m.
 Hastur Hobbies, 6831 S State St., (801) 518-0824, thornin@halsosforia.com

Sandy

Sat. - Pokémon league, \$1, 12 p.m.; Yu-Gi-Oh, \$2, 2 p.m.; M:TG (S), \$5, 6 p.m.; Rifts, \$3, 10 p.m.
 July 2, 5, 26 - M:TG, \$2, 6 p.m.
 July 6 - DragonBall Z, \$3, 9 p.m.
 July 9 - M:TG Type 1.5, Vanguard, \$2, 6 p.m.
 July 12 - M:TG Type 2 (S), \$2, 6 p.m.
 July 13 - Magi-Nation (S), \$3, 9 p.m.
 July 16 - M:TG Type 1, Chaos, \$2, 6 p.m.
 July 19 - M:TG draft (S), \$12, 6 p.m.
 July 19 - Warhammer (S), \$2, 4 p.m.
 July 20 - Star Wars Sith Rising sealed/draft, \$15, 9 p.m.
 July 23 - M:TG Type 1.5 Team, \$2, 6 p.m.
 July 27 - LOTR, \$3, 9 p.m.
 Century Magic, 2063 East 9400 South, (801) 453-9005, C2magic@aol.com

VIRGINIA

Chantilly

June 22 - Star Wars Swiss (S), TBD, 11 a.m.
 Game Parlor, 13936 Metrotech Drive, (703) 803-3114, help@gamesparlor.com, gamesparlor.com

Virginia Beach

Sun. - LOTR (S), \$5, 1 p.m.
 Mon. - M:TG (S), \$5, 5 p.m.
 Sat. - DragonBall Z (S), \$5, 1 p.m.
 Sat. - Buffy (S), \$3, 1 p.m.
 Sat. - Star Wars (S), \$5, 1 p.m.
 Fantasy Escape Comics & Cards, 309 Aragona Blvd. Suite 117, (757) 497-5977, Fantasy2@cox.net, www.fantasyescape.com

WASHINGTON

Buckley

Fri. - M:TG Draft (S), \$10, 5 p.m.
 Lucky Star Game Shop, 9925 214 Ave. E. Suite I, (253) 826-4810, Max2marvin@aol.com

Tacoma

Fri. - M:TG Type 2 (S), \$5, 7 p.m.
 Sat. - M:TG Arena league, \$5, 3 p.m.
 Northwest SportsCards, 2602 Bridgeport Way W., (253) 564-9204

WISCONSIN

Appleton

June 1 - M:TG Judgement sealed (S), \$20, 10:30 a.m.
 June 8 - Mage Knight, \$5, 10:30 a.m.
 June 15 - M:TG Extended (S), \$5, 10:30 a.m.
 June 15 - Mage Knight Conquest Marquee, 10:30 a.m.
 June 22 - M:TG Type 2 (S), \$5, 10:30 a.m.
 Chimera Hobby Shop, Inc. 700 W. Wisconsin Ave. (920) 735-1201, chimera@charter.net, www.chimerahobby.com

Fon Du Lac

June 1 - M:TG Extended (S), \$5, 10:30 a.m.
 June 8 - LOTR constructed (S), \$5, 10:30 a.m.
 June 15 - M:TG Type 2 (S), \$5, 10:30 a.m.
 June 15 - WWF Smackdown, \$5, 10:30 a.m.
 June 22 - M:TG Judgement sealed (S), \$20, 10:30 a.m.
 Chimera Hobby Shop, Inc., 347 W. Division Street, (920) 922-8338, chimera@charter.net, www.chimerahobby.com

AUSTRALIA

WINDSOR

Victoria

June 4, July 2 - L5R Gold storyline, Magi-Nation Open, 7th Sea Open, \$6, 6:30 p.m.
 June 11, July 9 - Buffy Open, Highlander (decks provided), Dr. Who sealed (June only), \$6, 6:30 p.m.
 June 18 - Mythos Open, LOTR Open, \$6, 6:30 p.m.
 June 25, July 23 - Shadowfist Open, Mage Knight 200 pt., Warlord Open, \$6, 6:30 p.m.
 July 16 - Dr. Who Open, Netrunner sealed, LOTR Open, \$6, 6:30 p.m.
 Alternate Worlds, 76 Chapel Street, Windsor, 3181, aworld@shyrdink.net.au, www.alternateworlds.com.au

CANADA

BRITISH COLUMBIA

Kelowna

Friday - M:TG Type 2 (S), free, 6:30 p.m.
 Dragon Cards, Games & Collectible, 15 - 1771 Cooper Road, (250) 860-1770, dragoncards@shaw.ca

ONTARIO

Mississauga

Fri. - M:TG Type 2 (S), \$2, 6 p.m.
 Sun. - M:TG Type 1 (S), \$2, 1:30 p.m.
 Tripleplay, Unit 6, 63 Queen St. South, (905) 814-8866

Smith Falls

Mon. - M:TG Arena league, \$2, 7 - 10 p.m.
 Wed. - M:TG Arena league, \$2, 7 - 10 p.m.
 Sun. - M:TG Arena league, \$2, 12 - 3 p.m.
 3rd Sun. - M:TG Type 2, \$5, 10 a.m.
 Eagle Comics, 22 1/2 Beckwith Street South, (613) 283-5855, remondr2@ymptelco.ca

GERMANY

Berlin

June 9 - LOTR, Star Trek Territorial Opens, constructed (S), EUR 12.50 (on location), EUR 10.00 (preregister via e-mail), 12 p.m.
 Olympiastadion, Sportforum Berlin, Gro e Halle, Weissensee Weg 51-55, Alex_Jot@gnx.de

Hannover

June 15 - Star Wars Swiss (S), EUR 5, 11 a.m.
 July 13 - Star Wars Swiss (S), EUR 5, 11 a.m.
 Aug. 10 - Star Wars Swiss (S), EUR 5, 11 a.m.
 Hadewe GmbH (office rooms provided to play at), Grambart Str. 10, +49 511 3366399-17, Chris-menzel@hadewe-online.de

UNITED KINGDOM

YORKSHIRE

Hull

First Sun. - LOTR (S), £4, 11 a.m.
 Archeron Books and Games, 3 Little Queen Street, Jameson Str. (044) 01482 22011, deano@zpsstar.karoo.co.uk, www.archeron.karoo.net

DORK TOWER

BY JOHN KOVALIC



S O M E S E S



#51



#50



#49



#48



Scrye Back Issues & Books

■ May/June 02 #51

HIGHLIGHTS

How to become a Product Champion
How to run your own tournament
Players Guide for Mage Knight: Dungeons
Players Guide for Lord of the Rings:
Mines of Moria.

INSERTS

Star Wars: Attacks of the Clones game card

\$10 (Includes P&H) Foreign orders add \$5
Item #SY0502

■ April 02 #50

HIGHLIGHTS

Richard Garfield Star Wars interview, Magic:
The Gathering complete Type 2 Player's Guide,
complete Magic: The Gathering price guide.

INSERTS

DragonBall Z: Cell Games card
One of two Harry Potter: Diagon Alley cards
Yu-Gi-Oh! mini-poster

\$10 (Includes P&H) Foreign orders add \$5
Item #SY0402

■ March 02 #49

HIGHLIGHTS

Mage Knight Whirlwind Player's Guide,
Magic: The Gathering Torment Player's
Guide, Star Legions preview

INSERTS

Mage Knight Dungeons 20" x 30", check-
list/map poster, Lord of the Rings Balrog card,
WWF Raw Deal Mania card, DragonBall Z Cell
Saga card, Buffy the Vampire Slayer card

\$10 (Includes P&H) Foreign orders add \$5
Item #SY0302

■ Jan/Feb '02 #48

Highlights

Complete Warlord Players Guide, Feature:
What does it take to break into the Industry?

Inserts

Buffy the Vampire Slayer Playmat, NFL
Showdown 2002 Mini booster pack, 2 Magi-
Nation cards, Vampire: The Eternal struggle
Bloodlines card

\$10 (Includes P&H) Foreign orders add \$5
Item #SY0102

■ Nov/Dec '01 #8.8

HIGHLIGHTS

Lord of the Rings cover feature including a com-
plete Fellowship of the Ring card checklist, plus
Magic: The Gathering Odyssey Player's Guide.

INSERTS

Mage Knight Whirlwind, Dragons, and Vehicles
photo checklist poster

\$10 (Includes P&H) Foreign orders add \$5
Item #SY1101

■ Oct. '01 #8.7

HIGHLIGHTS

Special Fall Game Preview issue covering
more than 40 new and upcoming games,
plus Rifts CCG checklist.

INSERTS

DragonBall Z Androids Saga card

\$10 (Includes P&H) Foreign orders
add \$5
Item #SY1001

■ Sept. '01 #8.6

HIGHLIGHTS

Harry Potter cover feature, plus Scrye's
exclusive translations for Pokemon Neo 4:
Darkness & Light

INSERTS

The Best of Dork Tower comic book; WWF
Raw Deal and Z-G cards; Upper Deck Mage
Knight trading card

\$10 (Includes P&H) Foreign orders add \$5
Item #SY0901

■ July/Aug. '01 #8.5

HIGHLIGHTS

Great gaming comics issue featuring Dork
Tower, Mage Knight, and more! Plus Player's
Guides for Magic: The Gathering Apocalypse
and Mage Knight Lancers.

INSERTS

Mage Knight Rebellion and Lancers photo
checklist poster

\$10 (Includes P&H) Foreign orders add \$5
Item #SY0701

■ May/June '01 #8.4

HIGHLIGHTS

Special Mage Knight feature including campaign
rules. Plus a Magic: The Gathering 7th Edition
Player's Guide and checklists for Mage Knight
Lancers and Magi-Nation The Awakening

INSERTS

Sailor Moon and Vampire: The Eternal Struggle
cards

\$10 (Includes P&H) Foreign orders add \$5
Item #SY0501

Every issue of SCRYE features great deck design tips & examples for CCGs, including Magic: The

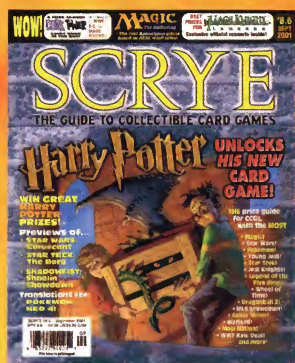
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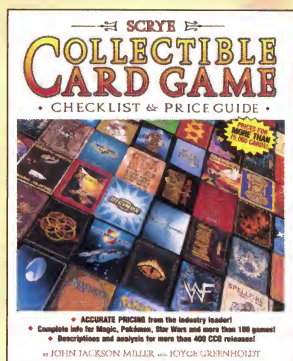
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#8.5



#8.4



Scrye Collectible Card Game Checklist & Price Guide

by John Jackson Miller and Joyce Greenholdt

This is the only book that lists and prices every single collectible card game, including Magic: The Gathering and Pokémon. Features more than 60,000 cards and more than 600 photos, appendices, cross-references, and a detailed price guide to help identify and evaluate any collection.

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Item# SCCG



Scrye Presents! The Ultimate Unofficial Pokémon Price and Players Guide

by The Editors of Scrye

This is the most complete guide to Pokémon cards. It includes complete translations of Japanese cards and tips from some of the top players in the country.

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